

Bush vs. Putin

Game in C++ using Arduino

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My story about what I do

The world we live in is being directed by unordinary people. The average Joe actually know very little about it. I find it interesting how much value is being given to the information we are being fed every day. To express this point I could give several exemples but it would be the wrong kind of essay.

I was investegating a way to look beyond our understanding of politics in a game. How to rediculize what we know in a egagerated way. Like the french did with their well knows 'street theaters'. The king and aristocratic rigime was being questioned.



The technics used were as followed:

Reinact something that is being thought by the people. And rediculize it.

The result of this was that the people thought 'lightly' about what was being 'fed' to them.

My inspiration

I began to doubt what we are told about politics very recently. First handed I got involved with the convlict between the Western world and Sovjet rigime. I don't want to get to personal so I'll leave out the exact story. The only thing I will say is that it involved the shooting of the MH17 passanger airplane in Ukrain.

Screenshot

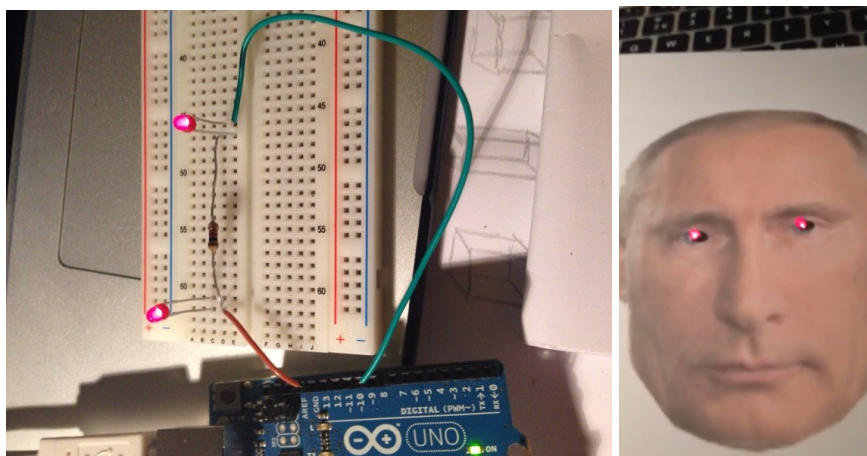


Bush's eagle is being controlled by mousX and MouseY. Putins are falling randomly around accompanied with the Russian anthem.

My objectives

The main objective here is not to impress the user with my programming skills but the evoke laughter and play. There was also a technical objective here. I wanted to add something using my recently bought Arduino. Blazing red Putin eyes whenever the player dies was my goal.

Photo



Arduino setup of the LED's that are the blazing eyes of an angry physical 2-dimensional Vladimir Putin.

I made a video in the early stages (no backgroundImage).

<http://student-kmt.hku.nl/~luciano/Video.mp4>