

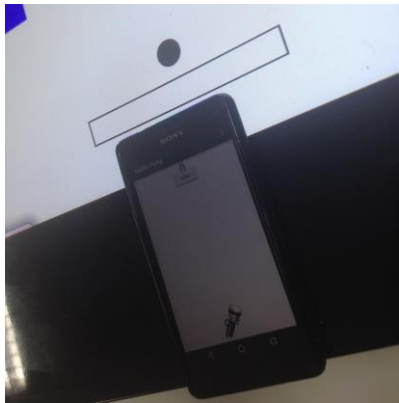
BATTLE-PONG

Cardinaels Dennis – Orenes Vera Marcelo – Wielockx Dries

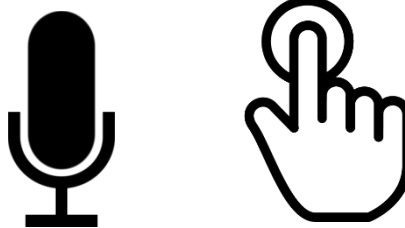
Based on the classic Pong game, Battle-Pong broadens the gameplay by the use of gesture-, voice- and tangible-based control to provide an active and fun way to play. By using the phone as a paddle there is an increased level of immersion.

PHONE

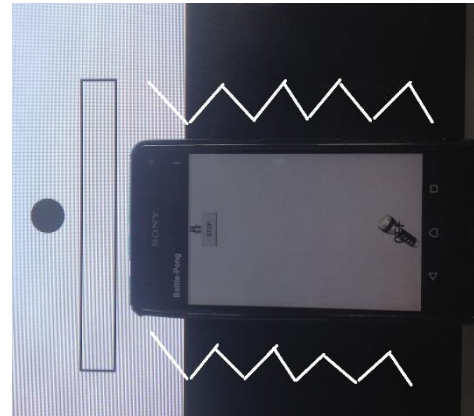
PHONE = PADDLE
(FLASHLIGHT)



POWER-ACTIVATION
(SPEECH + TOUCH)

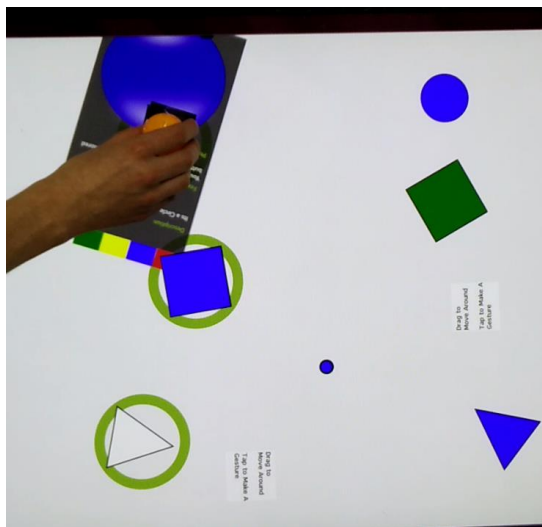


HAPTIC FEEDBACK

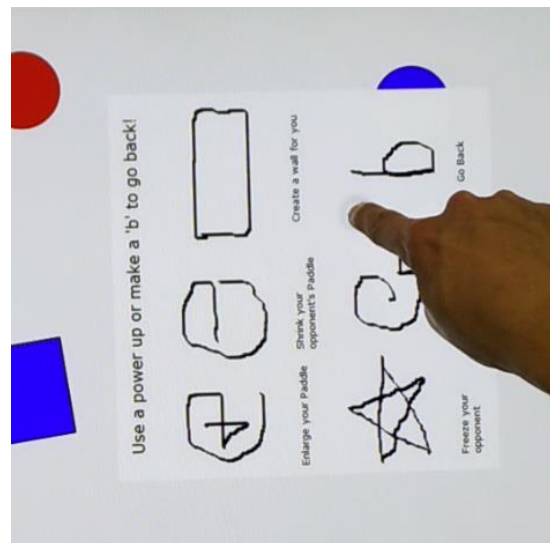


SURFACE

PLACE OBSTACLES
(TANGIBLES)



POWER-ACTIVATION
(GESTURES)



SCORE POINTS BY USING
THE RIGHT COLOR COMBINATIONS



GET THE MOST POINTS



GAME