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CS 4590

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**SKATEBOARDING SIMULATOR**

*User Manual*

**Adjustable Data Points**

These data points can be adjusted in slider mode, or by creating custom JSON files to load with the simulator.:

* Skater Data
  + Skater Total Pushes
  + Skater Push Power
  + Skater Pop Height
  + Skater Pop Distance from Obstacle
* Environment Data
  + Obstacle Thickness
  + Obstacle Height
  + Ground Angle

**Sonification Scheme**

* Skater Y height by pitch of constant sound
* Skater X position / distance from optimal popping position from (sonified by a beeping sound that increases in speed)
* TTS that says “start” and “pop” when needed, and “ready” when optimal speed is reached
* Pushing sound on each push, pop sound effect on pop, land effect on land

**Simulator Scenarios**

*JSON #1*

*JSON #2*

*JSON #3*

*User Input*

The player can use the *ENTER* key to push, and the *SPACE* key to pop the board. By foll