Final Progress Report for Finger Finger Revolution Prototype

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Agenda

- Our Motivation
- Final Prototype Features & Capabilities
- Prototype Demonstration
- Success and Changes in Scope
- Bringing Prototype to the Market

Our Motivation

Little Toy Blue needs...

- Proposed plans for affordable, educational, and microprocessor-powered toys
- Prototypes that demonstrate the feasibility of these toy plans
- People to build these prototypes

Nostalgia is Marketable

https://www.shmoop.com/quotes

Our Proposed Toy: Finger, Finger Revolution (FFR)

Our Final Prototype

Final Prototype Features

SELECT A SONG

Jingle Bells James Pierpont	Press 1
Ode to Joy Ludwig van Beethoven	Press 2
Mr. Brightside The Killers	Press 3
Uptown Funk Mark Ronson ft. Bruno Mars	Press 4
Four Seasons - Spring Antonio Vivaldi	Press 5

THANKS FOR PLAYING FINGER FINGER REVOLUTION!

SELECT NEW SONG	Press N
MAIN MENU	Press R
EXIT GAME	Press E

Player 1 score displayed here

CHOOSE PLAYER MODE

SINGLE PLAYER — Press Z

MULTIPLAYER — Press X

Player 2 score displayed here

HOW TO PLAY

PLAYER 1/SINGLE PLAYER		PLAYER 2
Press A	←	Press J
Press S	↓	Press K
Press D	→	Press L
Press W	↑	Press I

Press the appropriate key when the arrow appears on the screen. The faster you press the correct key, the higher you score!

RETURN TO MAIN MENU

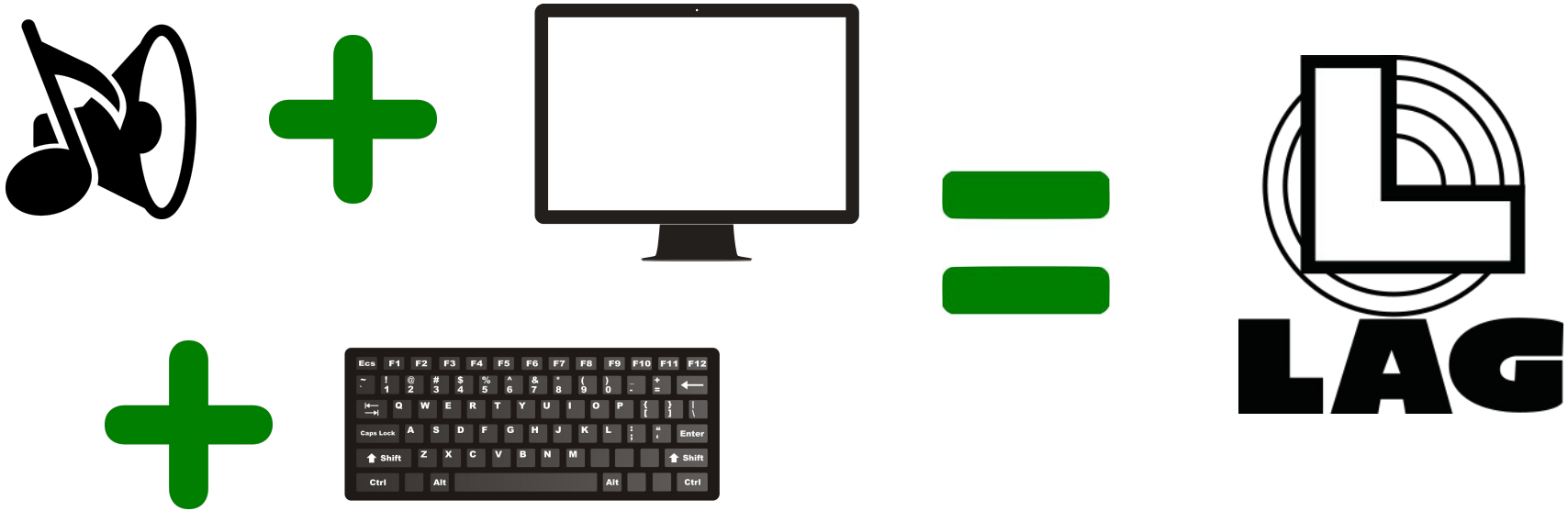
Press R

30
20

Demonstration of Prototype

Development Process

Obstacles


Ecs F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12
Caps Lock
Enter
Shift
Shift
Ctrl
Alt
Alt
Ctrl
LAG

Successes

- Increased music selection
- Music load time
- Scorekeeping and display
- Menu screens integration

Changes of Scope

- SD Card vs SDRAM
- Production and randomization of arrows
- Multiplayer modes

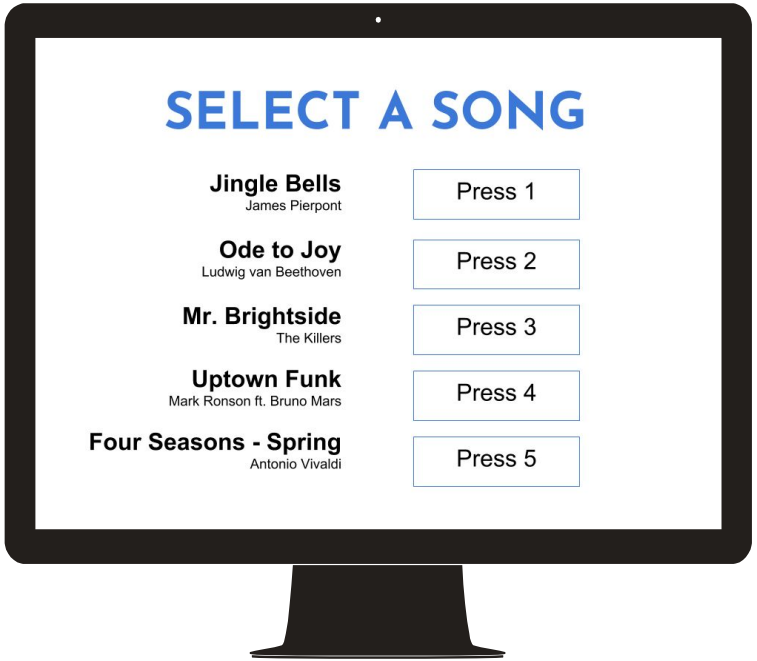
Bringing FFR to the Market

Looking Ahead

Prototype VGA Game Screen

Planned FFR VGA Game Screen

Looking Ahead



Prototype Selection Screen

Planned FFR Song Selection Screen

Final Remarks

- Provided prototype
- Demonstrated feasibility
- Bring toy into the market

Thanks for listening! Questions?

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