

Flick

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Concept

Flick?

Ideas:

Gesture?

->

Flick?

->

Switch? (Light?)

->

Ping pong?

->

Pong?

->

Minimalist?



?



...????



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Motion Sender

Accelerometer, Gyroscope, Att..?

```
Acc x, y, z  
Gyro x, y, z  
Att pitch, roll, yaw
```

These values control
our paddle.



It's kinda cute.



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Wekinator

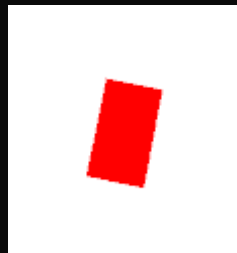
Defines "flick"

Inputs

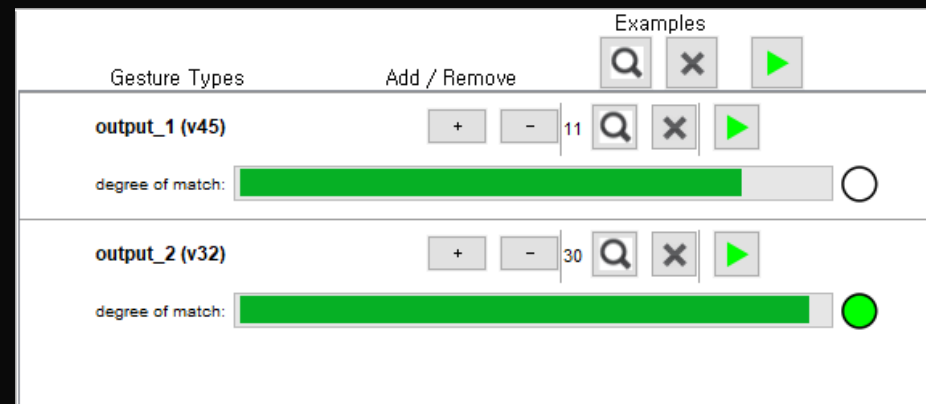
Att `pitch`

Outputs

`/output_1` (`flick = true`)



The paddle's top side
will turn `red` when
`flick` is true.
(For 10 frames)

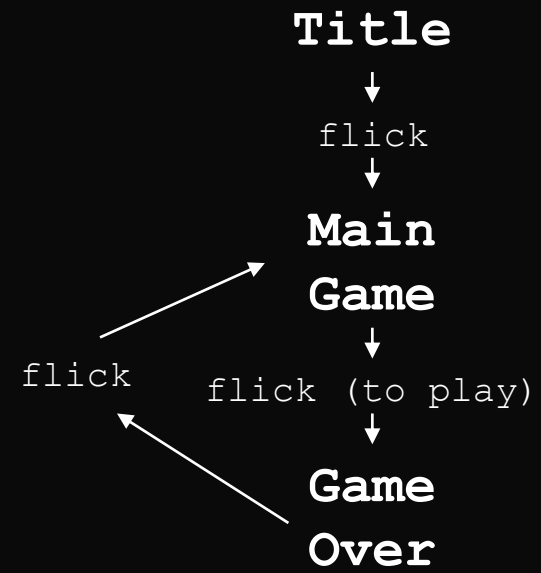


```
void oscEvent (OscMessage m) {  
  
  if (m.checkAddrPattern("/wek/inputs")) {  
    OscMessage wekMessage = new OscMessage("/p5");  
    wekMessage.add(m.get(3).floatValue());  
    motionSender.send(wekMessage, wekSendAddr);  
    rotX = - m.get(3).floatValue();  
    flickspeed = m.get(0).floatValue();  
  }  
  if (m.checkAddrPattern("/output_1")) {  
    if (phase == 0) {  
      phase = 1;  
      sfxSwitch.play();  
    }  
    if (counter < 0) {  
      flick = true;  
      counter = 10;  
    }  
    if (phase == 1 && gameover == true) {  
      gameover = false;  
      ball.reset();  
      sfxSwitch.play();  
    }  
  }  
}
```



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Game Flow



Others

lights on/off

p to screenshot

high score

anti-cheat

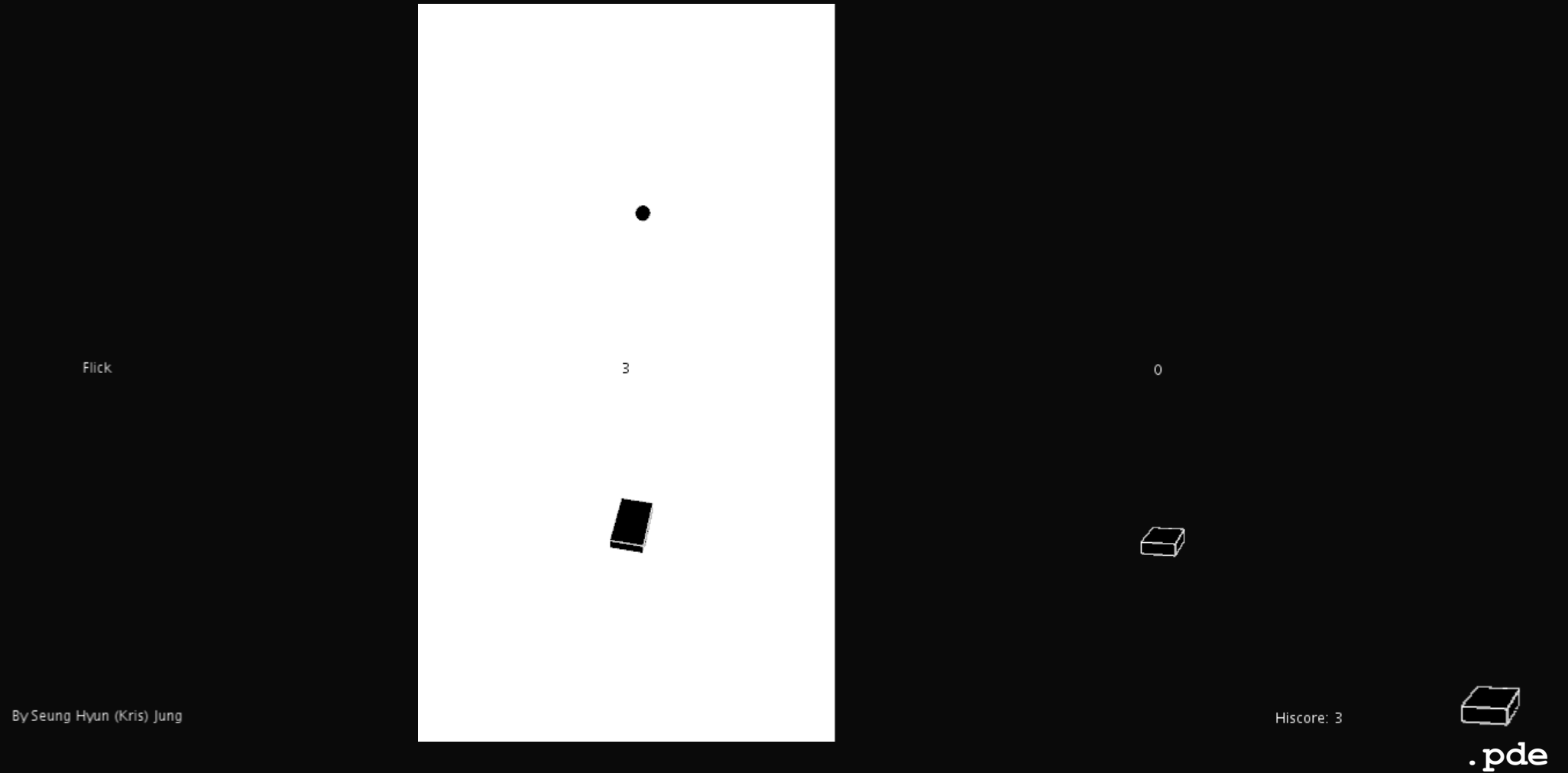
kinda addicting imo

difficulty settings



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Screenshots



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