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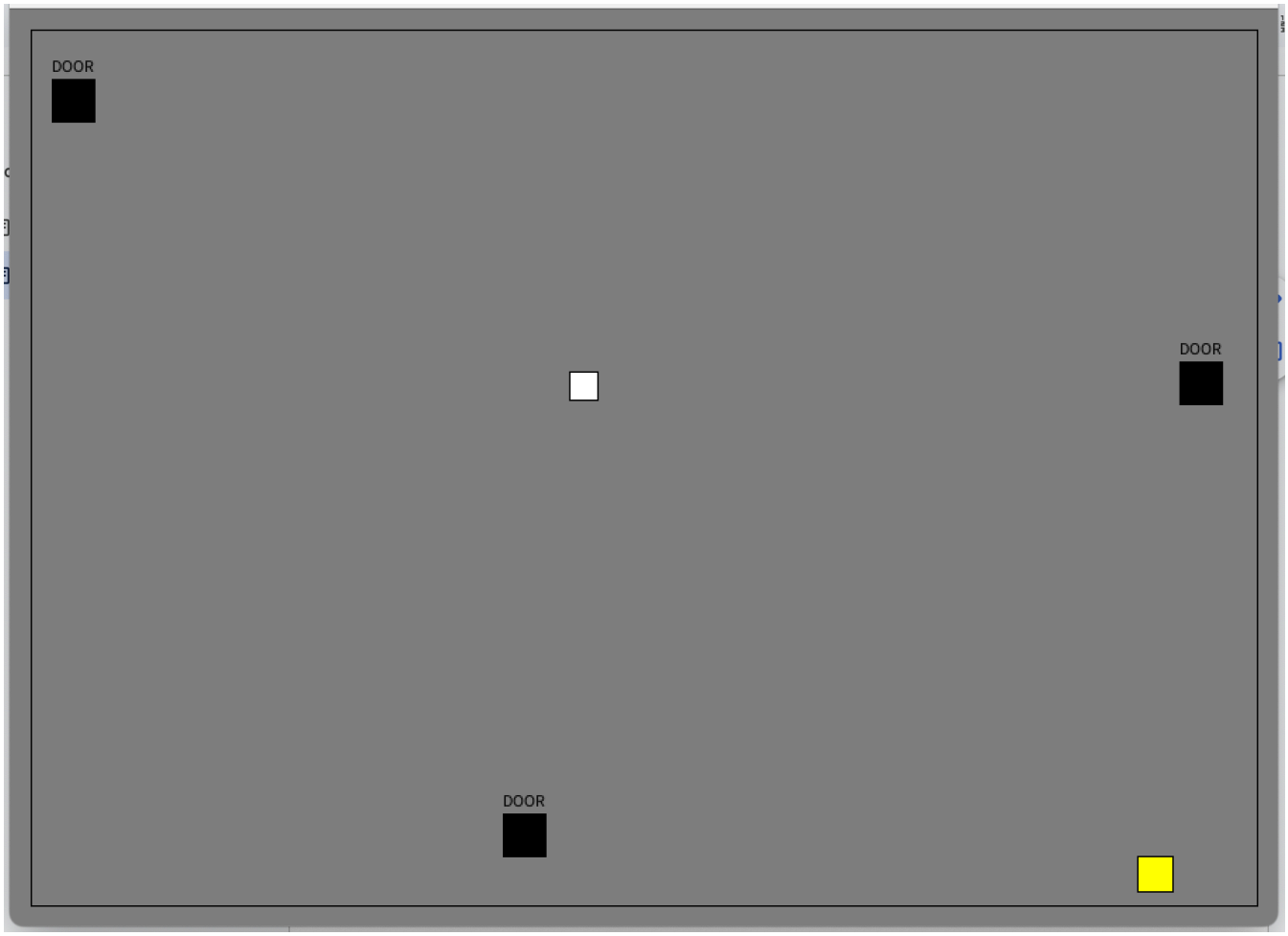
MTEC2280 - Physical Computing
Final Presentation Description

Functionality Description:
The sketch draws a game-board that allows player movement within its bounds. The game-board houses three black doors labeled “DOOR”. The player character is a much smaller white square controlled using a XY Joystick Controller. The player had full movement (horizontal, vertical, and the other axis between them). The button inside the joystick allows the player to choose between three orientations for the doors in the scene by cycling through an array of DOOR co-ordinates.

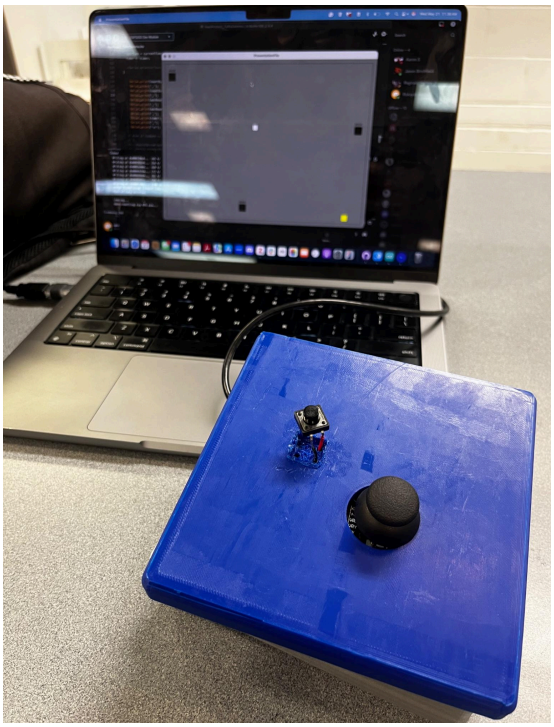
The other button (not inside the joystick) allows the player to teleport through the doors in the scene from the top most door to the center scene door and from there to the bottom most door in the scene, the cycle repeats. There's a golden snitch that appears in the scene in 10-second intervals. The player can "catch" the snitch (a periodically appearing yellow square) by pressing the other button as well, just like the player enters and teleports through the doors in the scene. When caught the snitch would appear somewhere else on the scene.

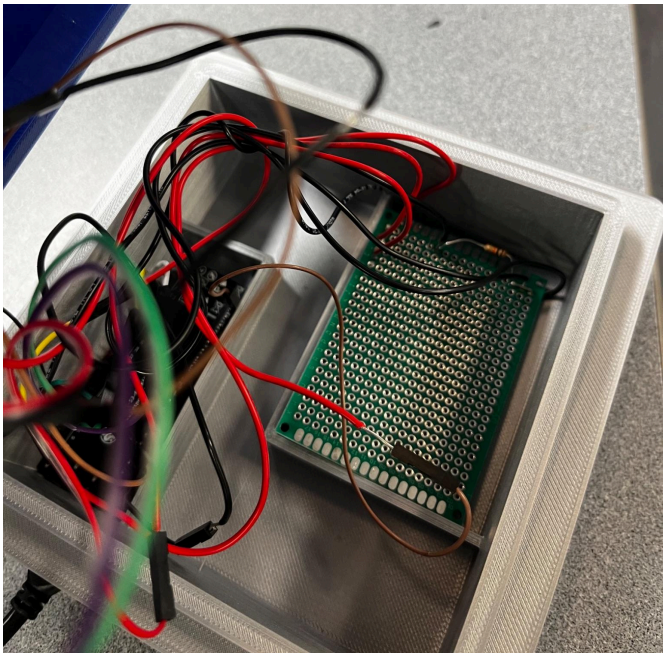
Functionality Cuts:
The full intent of the project was to teleport around the scene to caught a golden object that randomly appears but time constraints caused me to focus on functionality instead of scale and true gameplay. The snitch currently appears in the same position each 10 second interval until it is caught. This is because the snitch like other game functions cycles through an array.

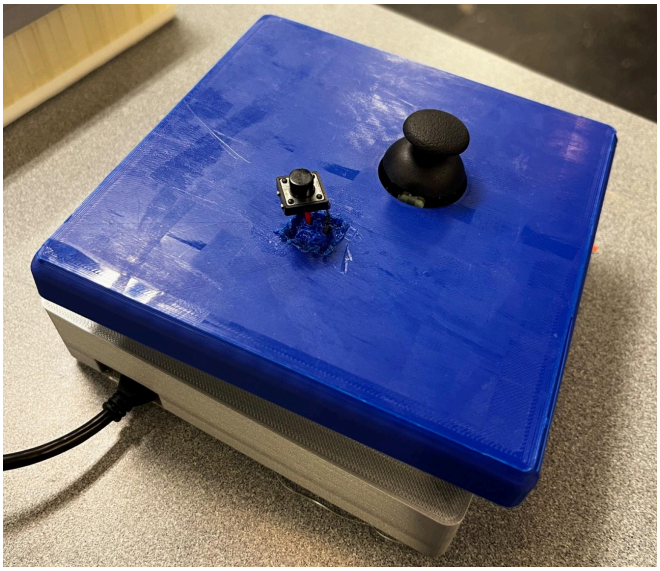
Game Digital Interface



Final Game Hardware







Game Hardware Prototyping