CompScotch X ZapOut!

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01

Introductions

Meet the Team

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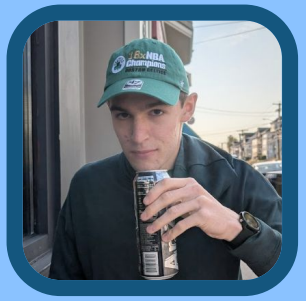
Electrical Engineering



Chris Merlo
Mechanical Engineering

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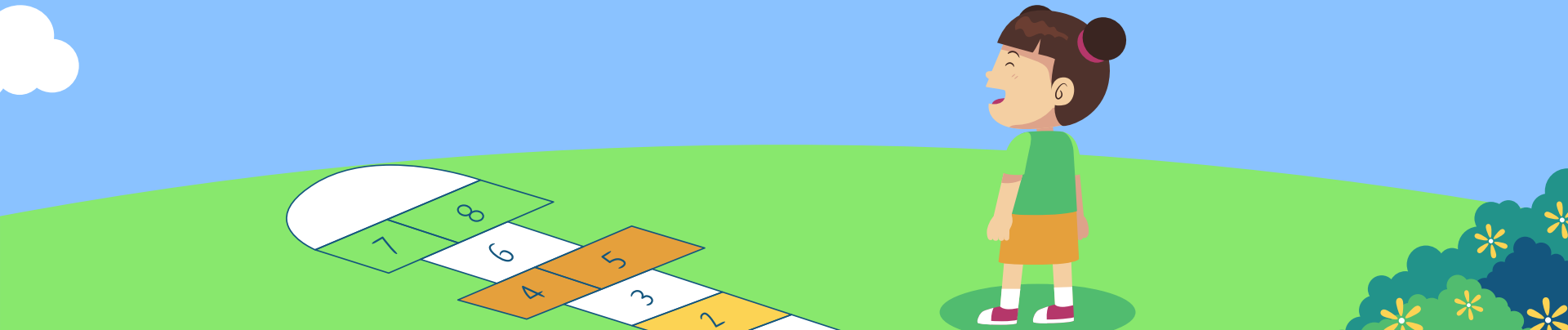
Overview

- This presentation introduces two interactive games, CompScotch and ZapOut!, designed to teach basic programming concepts.
- CompScotch uses a hopscotch format to teach boolean logic, if-else statements, and loops.
- ZapOut! involves stepping on colored tiles that change in a stoplight pattern, requiring players to stay in motion on safe tiles.
- The project timeline includes phases for planning, development, integration, testing, and a final presentation.
- The overall goal is to create engaging and educational games that are fun individually and even more enjoyable when combined.

02

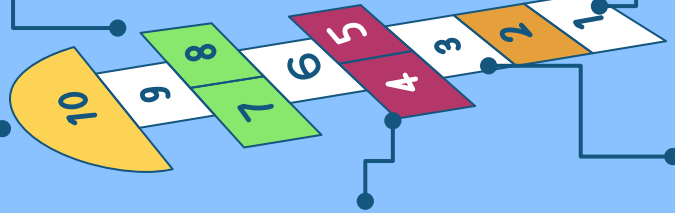
CompScotch



CompScotch

- Hopscotch variation to mimic following through a computer program
- Different paths and squares to take based on basic programming structure such as if-else statements and loops

Loops
Repeat sections based on booleans



Start

Home

IF statement
Teach boolean logic to determine path

Else Statements

03

ZapOut!

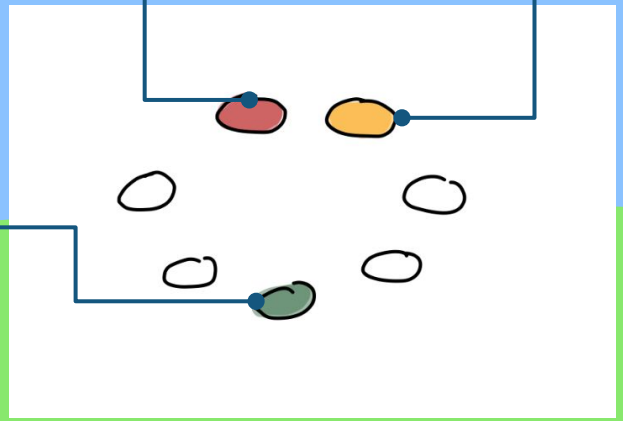
Zap Out!

- Features multi-coloured stepping stones which change light (Stop light system)
- A level cleared on CompSkotch slows down the pace of the shifting tiles
- Stay in motion on safe tiles until CompSkotch player completes their path

Red lights cannot be stepped on

Yellow lights are safe to step on; indicate an incoming close red light

Green lights are safe to step on



04
Timeline

Timeline

Phase 1: Initial Planning and Prototyping (Nov 6 - Nov 10)

YOU ARE HERE

Phase 2: Basic Game Development (Nov 11 - Nov 15)

Phase 3: Integration and Interaction Setup (Nov 16 - Nov 19)

Phase 4: Demo Preparation (Nov 20)

Phase 5: Refinement and Testing (Nov 21 - Nov 28)

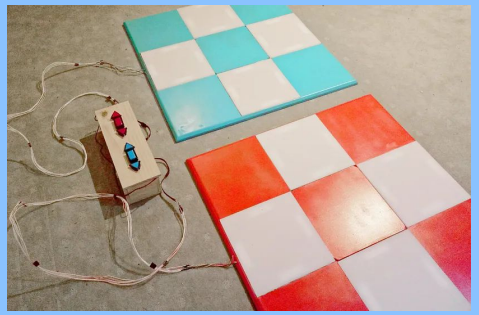
Phase 6: Final Lap (Nov 29 - Dec 2)

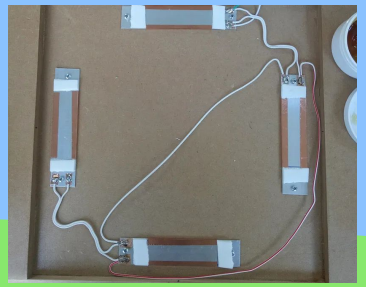
FINISH!

05
Interface

Interface

- Pressure plates activate when stepped on, completing a circuit.
- Ring of LEDs illuminates around the plate.
- Wired connection to central hub for power/control.
- Activates with any weight; deactivates when foot lifts.
-Rugged material.





THANK YOU!

Questions?