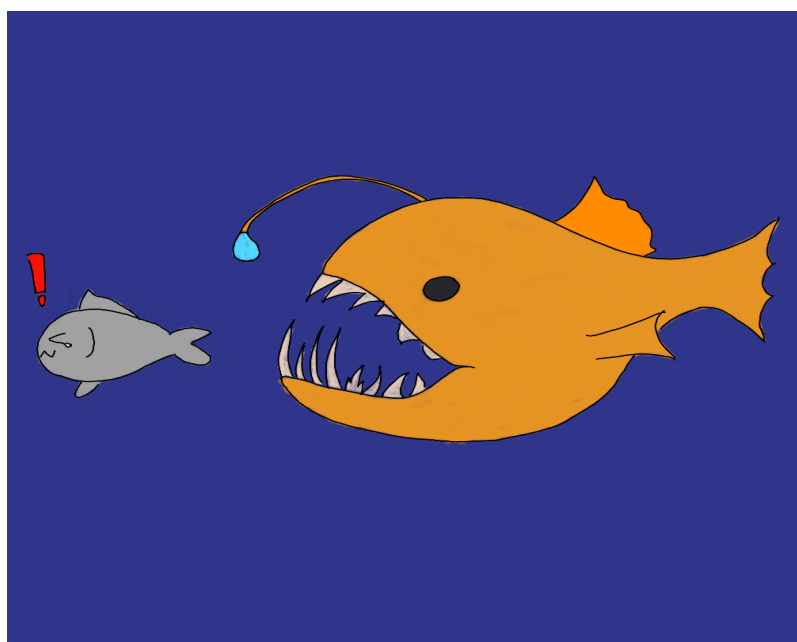
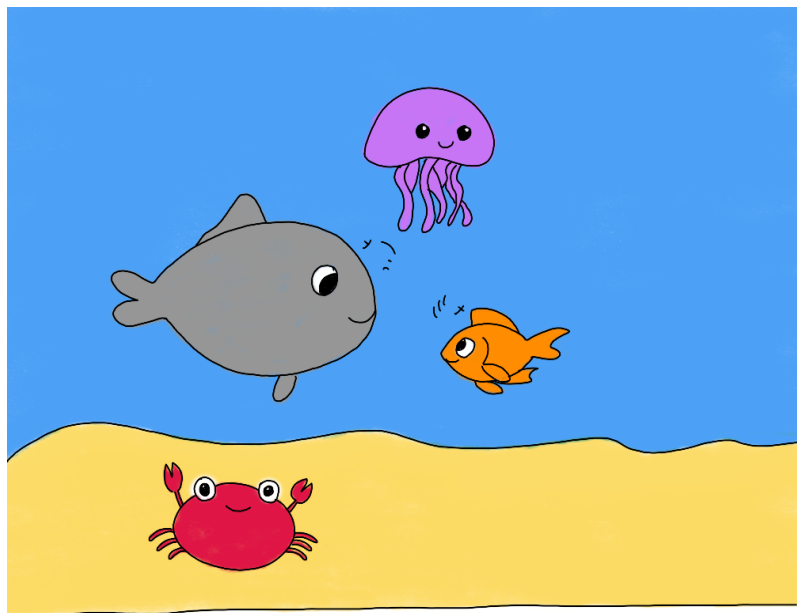


# Ecological Simulator

Interaction Lab  
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## Interaction

Use potentiometers to control the x and y position of the fish.  
Use push buttons to change scenes and interact with the surroundings.

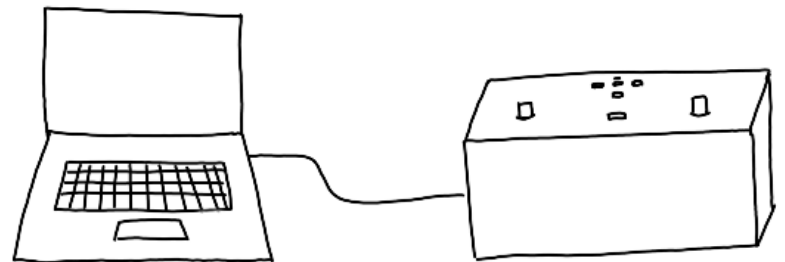


## Summary

Players get to play as a fish to explore the undersea world.

## Product

Control the movement of fish through the console, and the in-game interface screen will be displayed on the computer screen.



## Mechanism

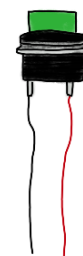
-----Potentiometer-----

Manually adjustable resistor.



-----Push Button-----

A simple switch mechanism.



## Future Direction

Make the game 3 dimensional, so that the player can explore inside of the architectures that are in backgrounds.

