POKEMON MASTERS

TAKE CHARGE OF YOUR DESTINY

ASH KETCHUM

GROUP-35
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TARGET AGE GROUP

- Our target age group are kids who are 5 to 8 years old
- By the time a child is 5 years old, he or she can count at-least 10 objects, know the name of at-least four colours and understands the concept of time.
- Likes video games & computer activities.
- Develop good finger skills
- All the above points made us choose this age group for our toy.

DEVELOPMENT OF A CHILD

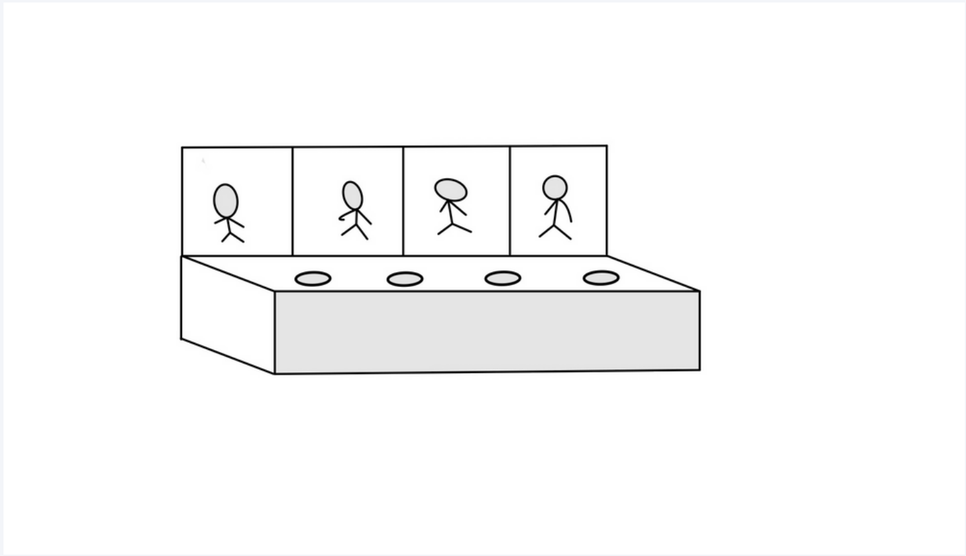
- Our toy improves the memory of a child, thus promoting cognitive development .
- Our toy improves the hand eye coordination .Thus it helps in developing motor skills.
- Our toy responds to the input i.e the push button in a very visual manner (sound/ light) thus a child learn to adapt to external stimulus, promoting sensory development

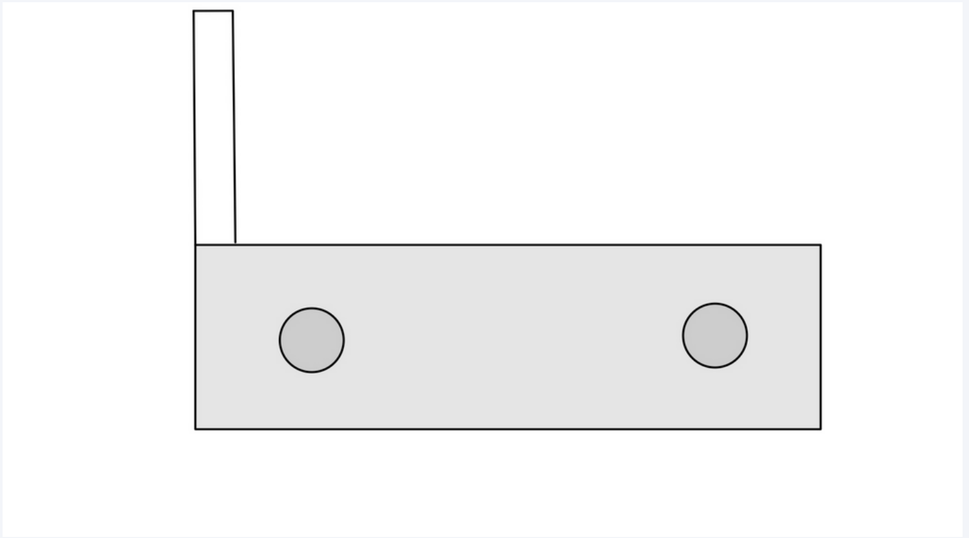
HOW TO PLAY

- Start the game by triggering the toggle switch.
- Wait for the LED Sequence
- Now Repeat the same sequence by pressing the touch buttons in front of the pokemons.
- Clap at the right side of the game to increase difficulty.
- You lose, If the sequence entered is incorrect.

CONCEPT

This idea originated when a member of our team was working on another project which included creating an online game on a similar idea. Though that project was completely online while we had to make something physical.

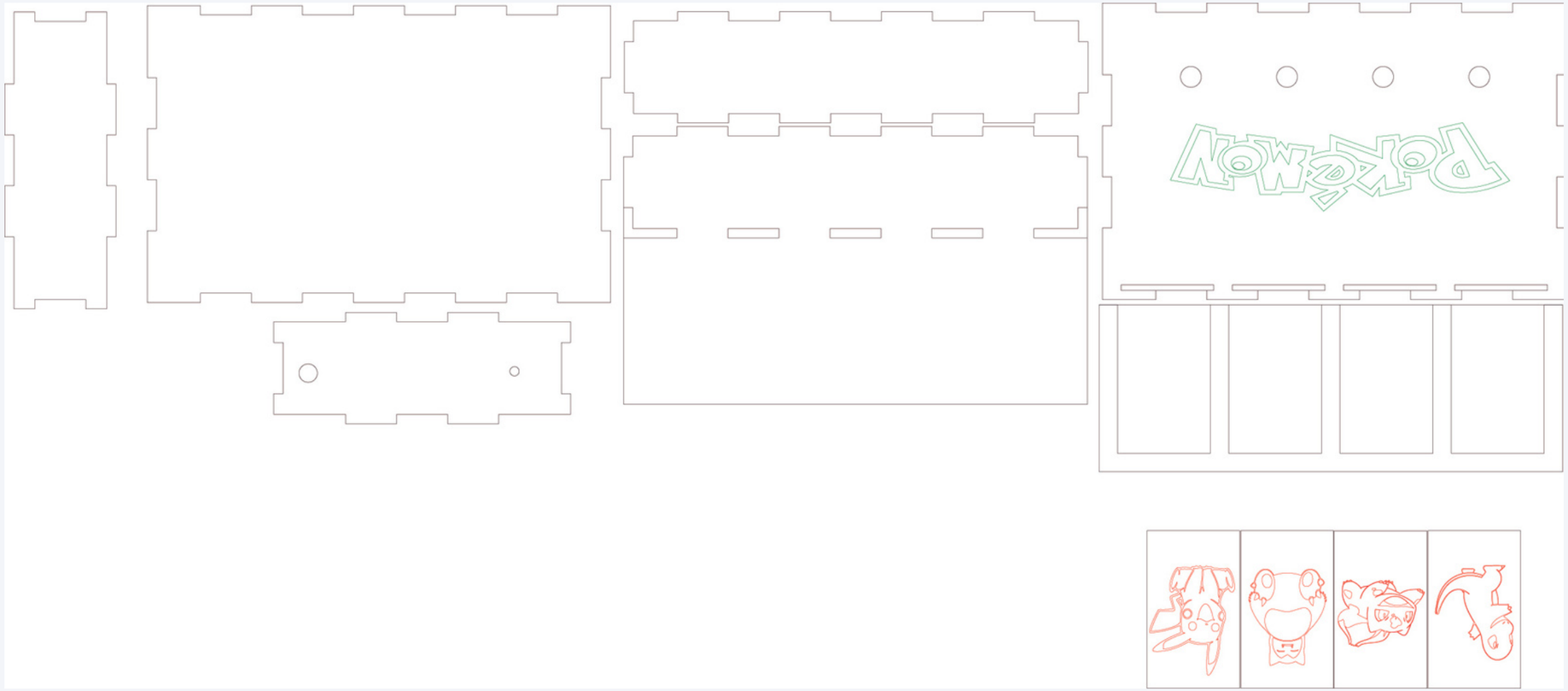




Preliminary Sketches

DESIGN

We have used Inkscape & Adobe Illustrator to design our prototype.



CONDITIONAL LOGIC

- At every iteration we add a random color to the previous sequence .
- Then we take the input from the player, if the sequence entered by the player is exactly the same as the generated sequence, then we proceed to the next iteration.
- If the above doesn't happen i.e the entered sequence is different the game is over and the player has to restart the game again.
- If we clap, the speed of the game increases. This is done with the use of sound sensor.

PROCESS SELECTION

LASER CUTTING:-

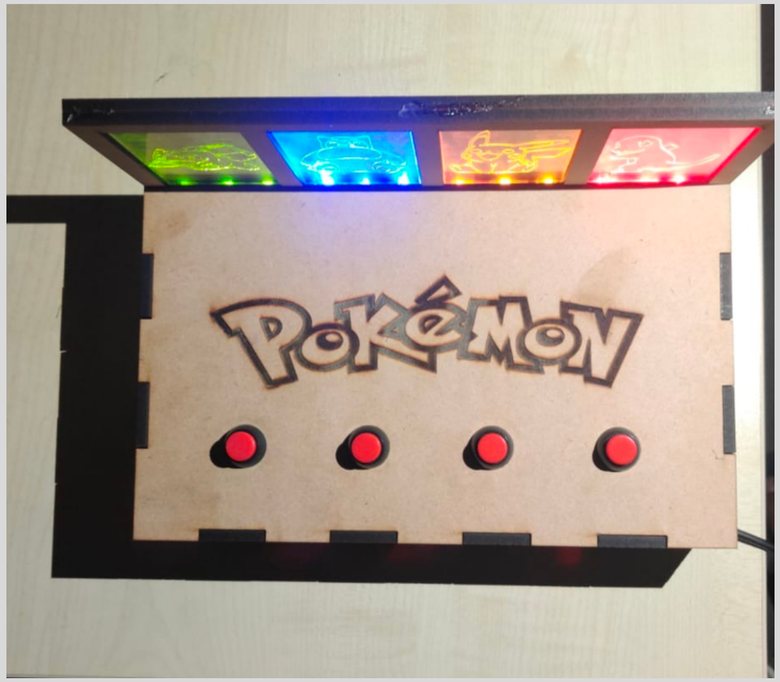
- We chose laser cutting over the likes of cardboard prototyping and 3d modeling as we needed a sturdy structure with precise and professional finish .

- Also , the laser-cut acrylic works well as a light diffuser for projects with LED's.

- We were more comfortable with Adobe Illustrator as compared to other prototyping softwares giving an inclination towards laser cutting.

- Alongside laser cutting , we have also used Arduino-uno R3 and push buttons, sensors to take input from players.

Making Process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