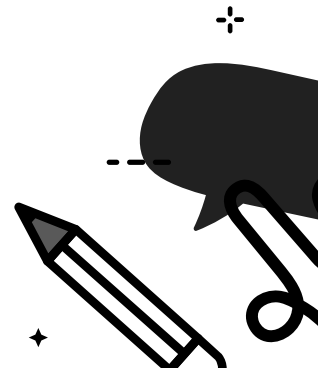
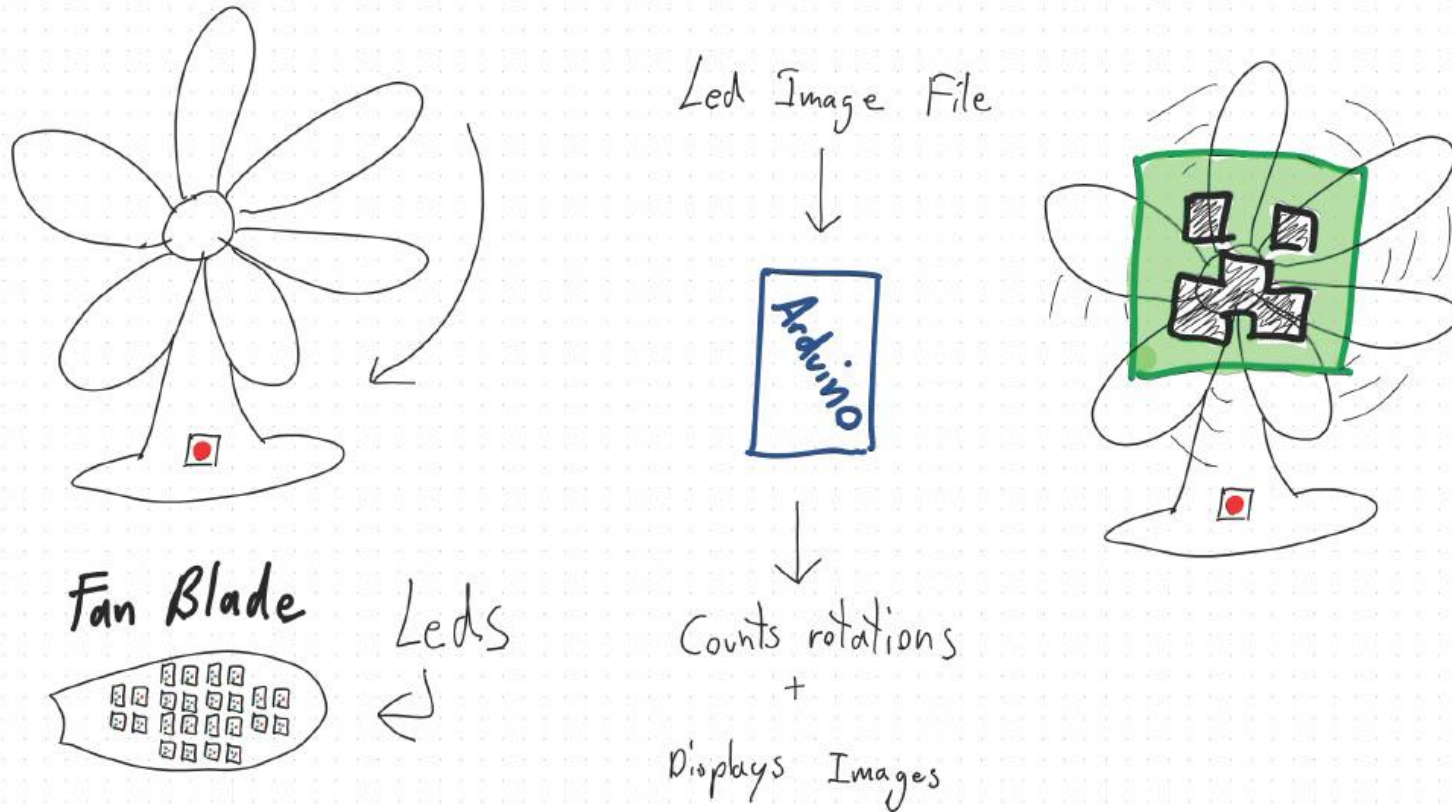


Galaxy Boy Handheld

By Zach, Puqi, & Ivan

Week 1: Diegetic Prototype Fan Hologram



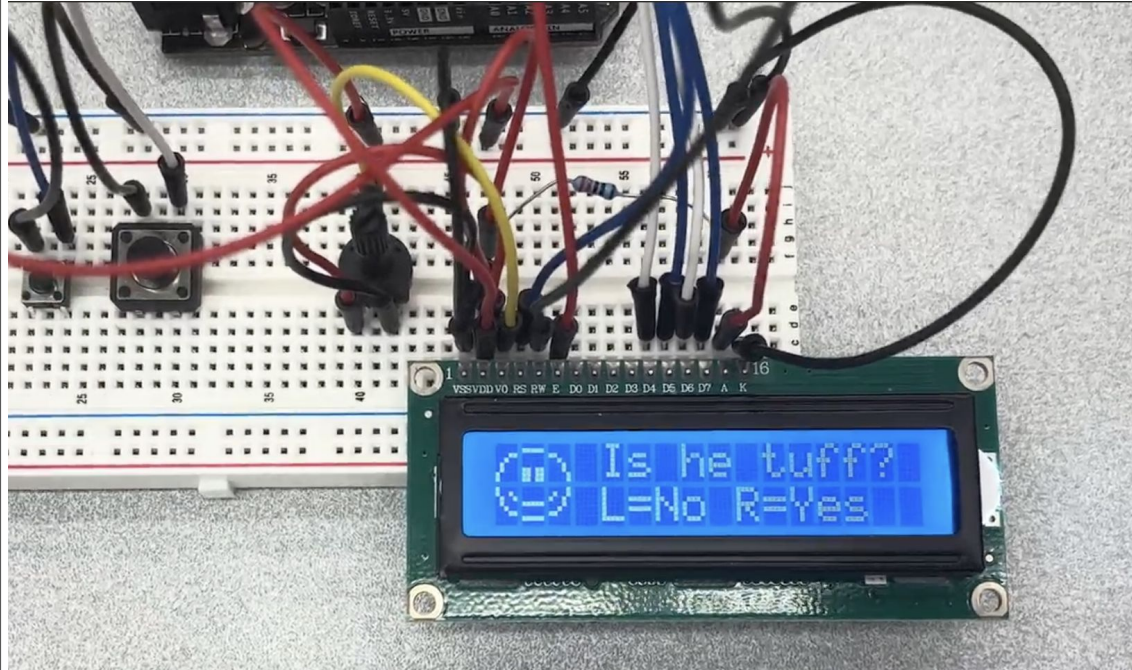
Week 2: Looks-Like Prototype

Rough prototype
for a fan-based
hologram projector
and display →

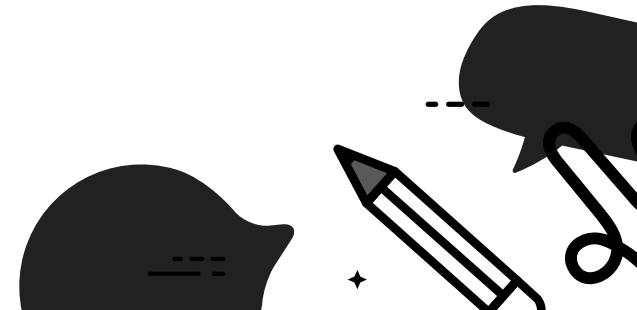
The prototype is
displaying *Bliss*:



Week 3: Works-Like Prototype



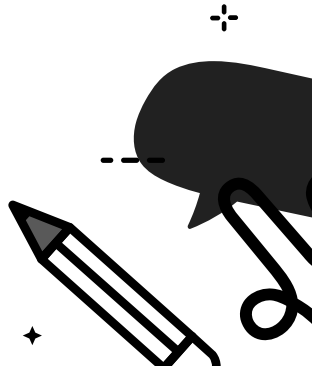
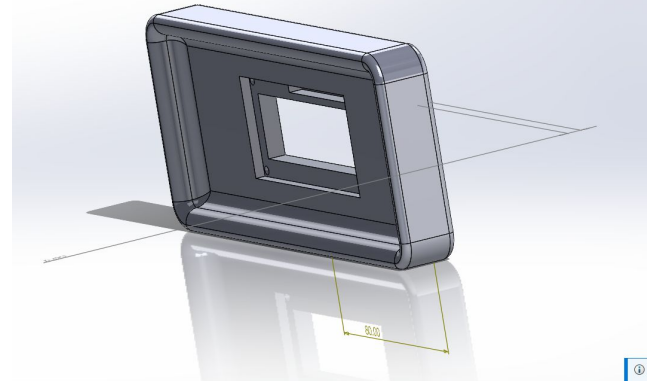
- We shifted away from a hologram design and moving toward an interactive LCD-display device
- This prototype displayed either a smiley or frowny face back-and-forth on the screen depending on user input



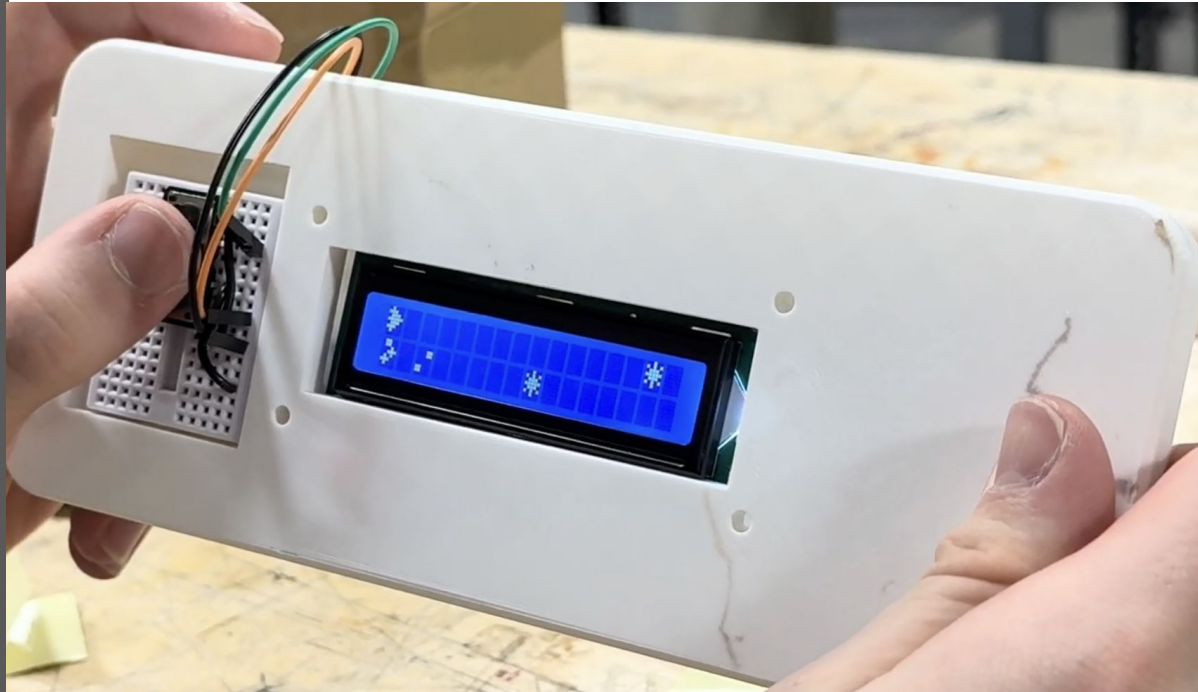
Week 4: Form-Factor Prototype



Shell CAD model

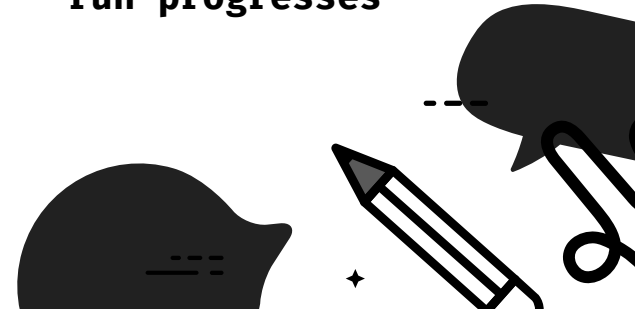


Week 4: Form-Factor Prototype

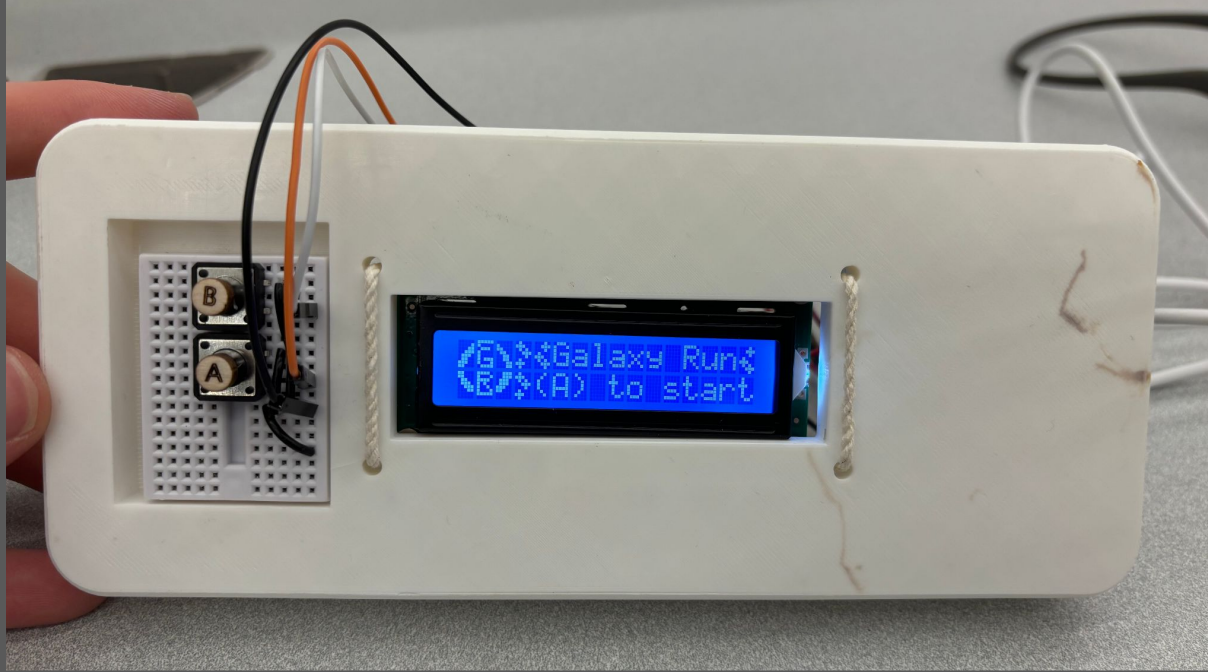


The functionality was complete at this iteration but the handheld's build integrity was still shaky (held together by scotch tape 😊)

- We made a Gameboy-like shell for an interactive program on the LCD
- The program is an arcade-style space game where you dodge asteroids and debris.
- Each game tick corresponds to one 1 point and the difficulty/speed of debris increases as the run progresses



Week 5: Final Prototype



Final Prototype with solid, secure, build quality 😊

- This week marks the culmination of our group's efforts
- Added chic wooden laser-cut button labels
- Added state of the art and aesthetically draw-dropping twine to secure the LCD and ESP32 to the body of the handheld Galaxy Boy
- Finalized and refined Galaxy Run's game logic

