

The slide features a decorative arrangement of six circles. Three circles are solid light purple, and three are hollow with a light purple outline. They are arranged in two rows of three. The top row circles are positioned behind the main title, and the bottom row circles are positioned behind the course name and authors.

Interactive Video Minigames

6.111 Design Presentation

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Overview

- Inspiration for project from EffectTV and PSII Eyetoy

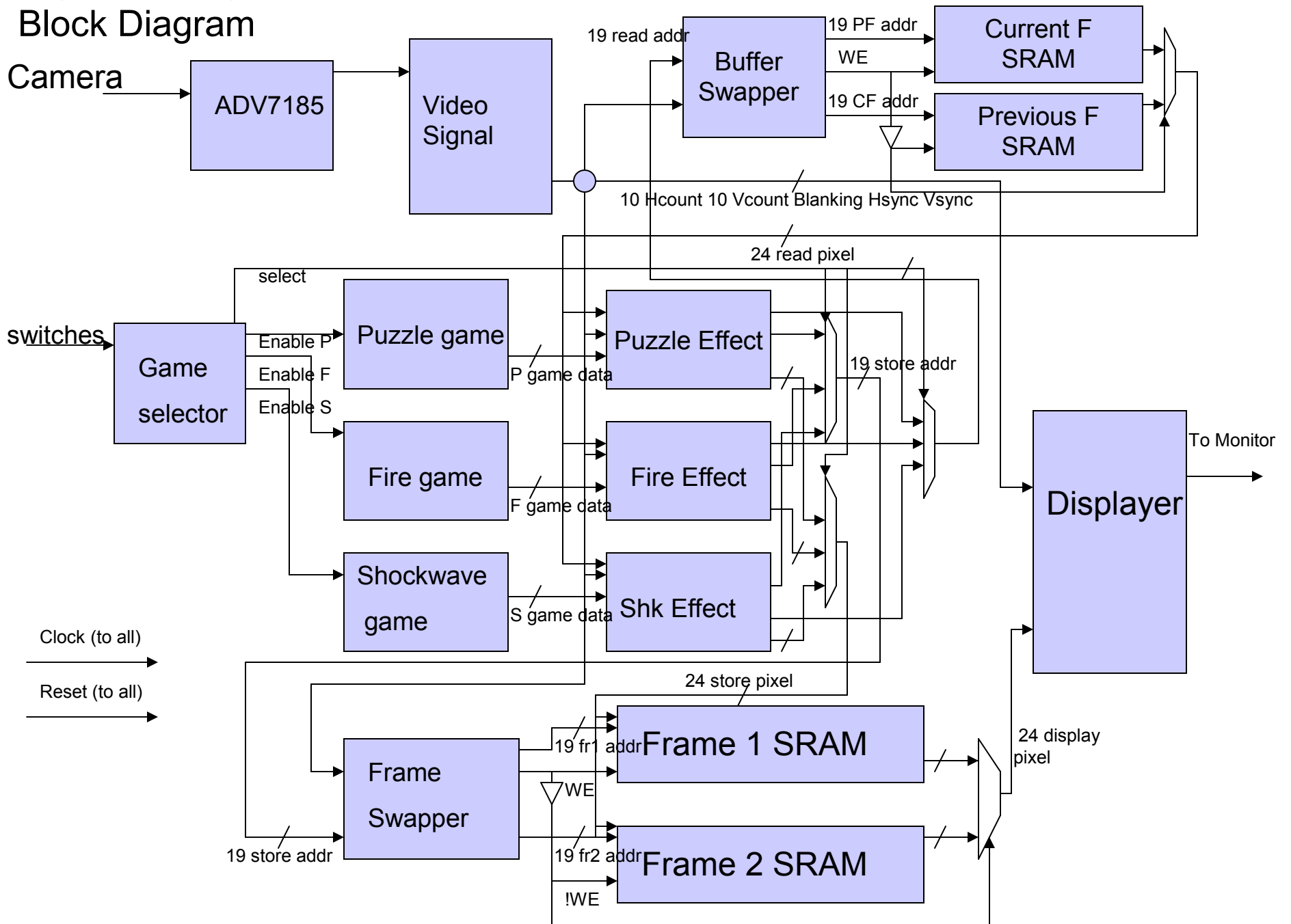
http://ps2.gamezone.com/gamesell/screens/s22349_8.htm



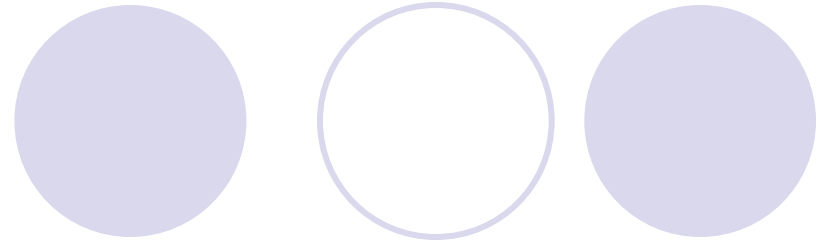
<http://effectv.sourceforge.net/burn.html>

- Plan to implement 3 games
 - Camera video input to games
 - Process video to add effects
 - Structured with separate game and effect modules

High-Level System Block Diagram

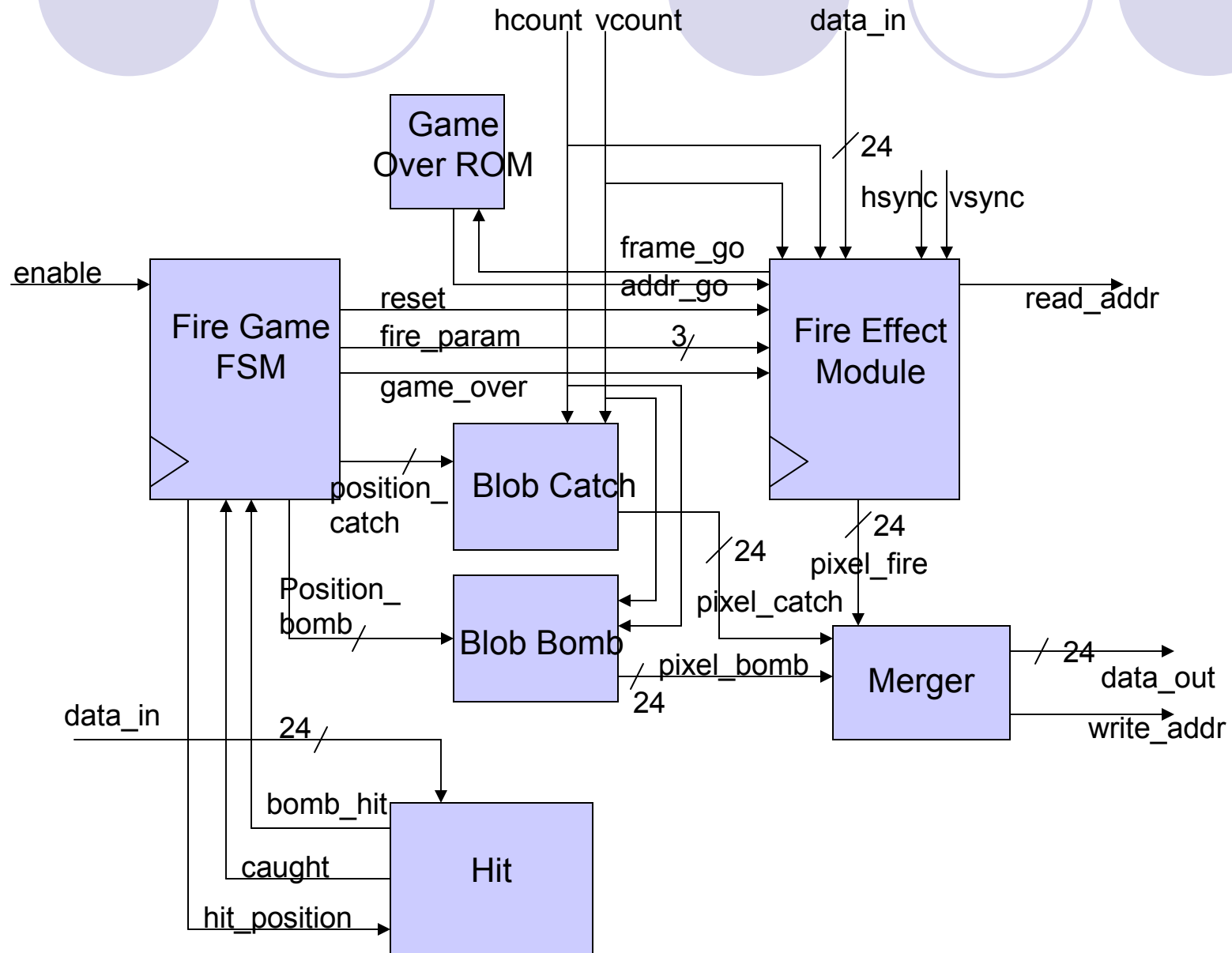


Fire Gameplay



- Player holds distinctly colored rectangle to catch on-screen falling blobs
- Catch blobs, avoid bombs
- When hit by bombs fire effect added to player

Fire Game Block Diagram



Other Games

- Puzzle Game

- Sliding puzzle using squares of camera video



<http://effectv.sourceforge.net/puzzle.html>

Shockwave Game

- 2-player “fighting” game
- Shock waves added to players motion
- Shock waves “melt” other person’s image



Projected Timeline

- Week 11/21: Finish Puzzle Game, start Shockwave Game
- Week 11/28: Finish Shockwave Game
- Week 12/5: Implement Fire Game
- Week 12/12: Project Demos and Videotapi