



Interactive Video Minigames

6.111 Design Presentation

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Overview

- Inspiration for project from EffectTV and PSII Eyetoy

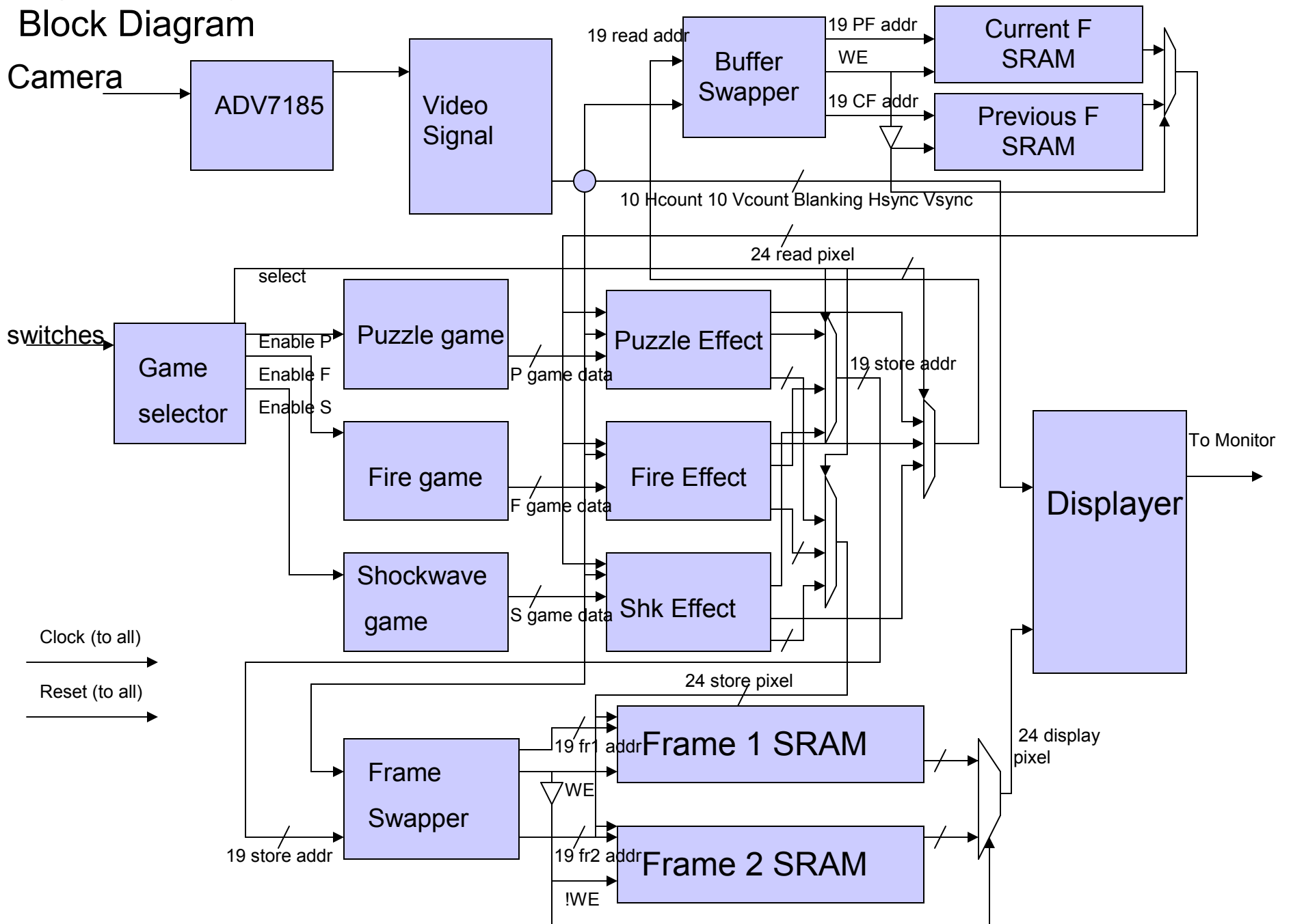
http://ps2.gamezone.com/gamesell/screens/s22349_8.htm



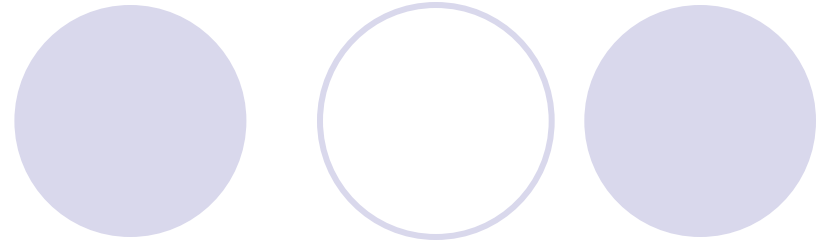
<http://effectv.sourceforge.net/burn.html>

- 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

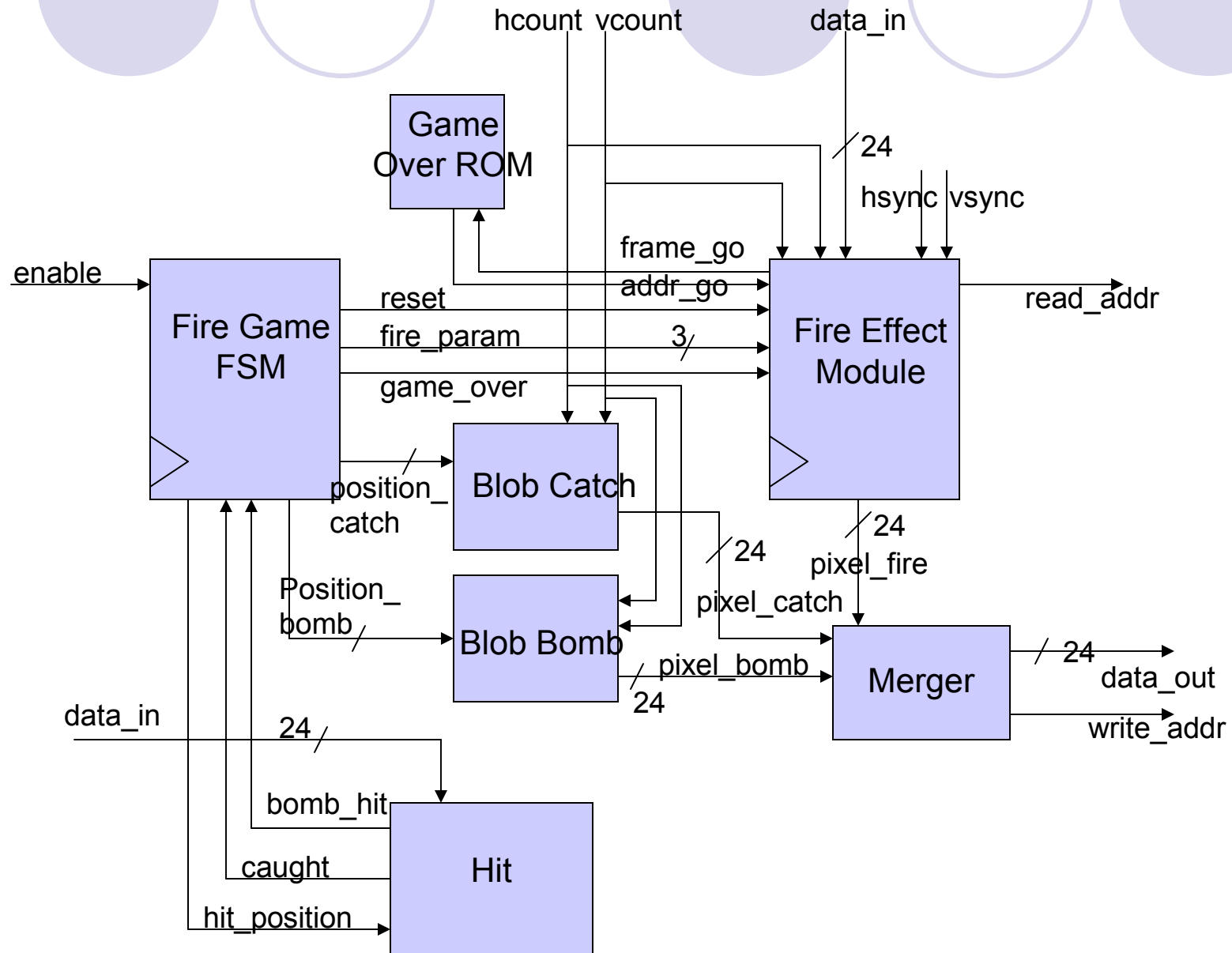


Fire Gameplay



- 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