



# Intuitive Gaming

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6.111 Final Project – Fall 2006



# Our motivation

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- Over the last few decades, the visual and narrative elements of video games have undoubtedly become more complex
- What about the controllers?



# Our motivation

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- Nintendo's "Duck Hunt" (1985) and "Gyromite" (1985) feature unique user-input mechanisms
- Does an alternative controller affect a game's play value?

# Atari's Super Breakout (1978)

- Created by Steve Wozniak of future Apple fame
- Features a paddle, a ball, and a bunch of different-colored bricks
- Quickly became an arcade hit

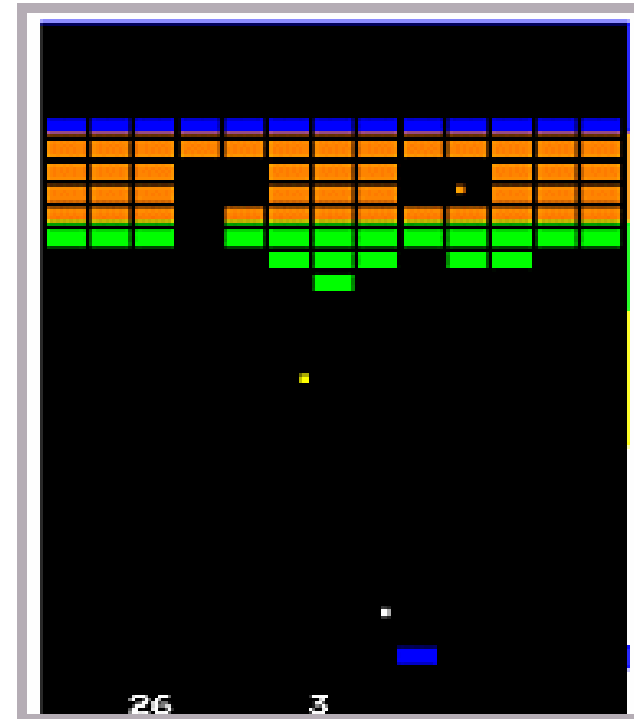


Image courtesy of The Dot Eaters (2000)

<http://www.emuunlim.com/doteaters/>



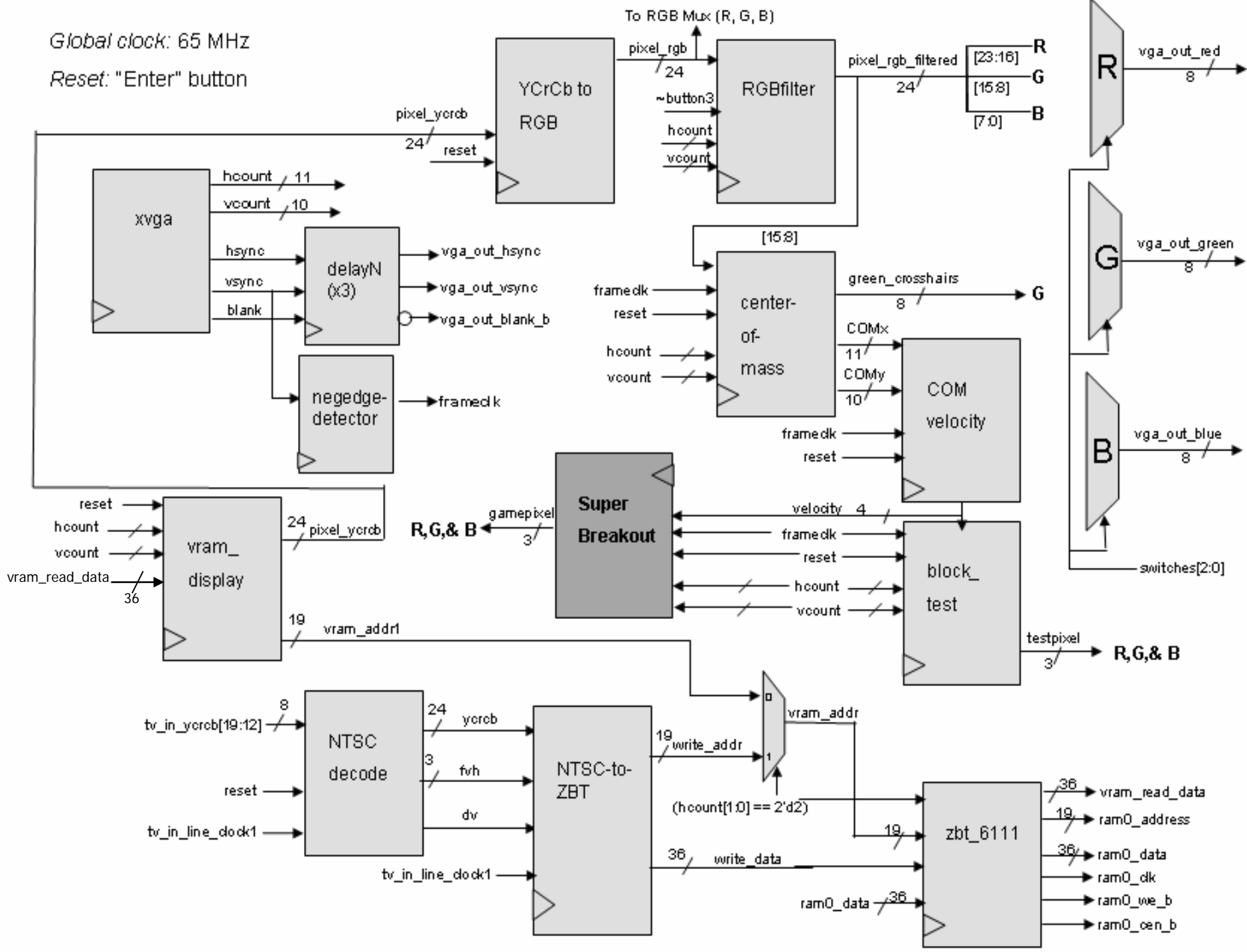
# Our project

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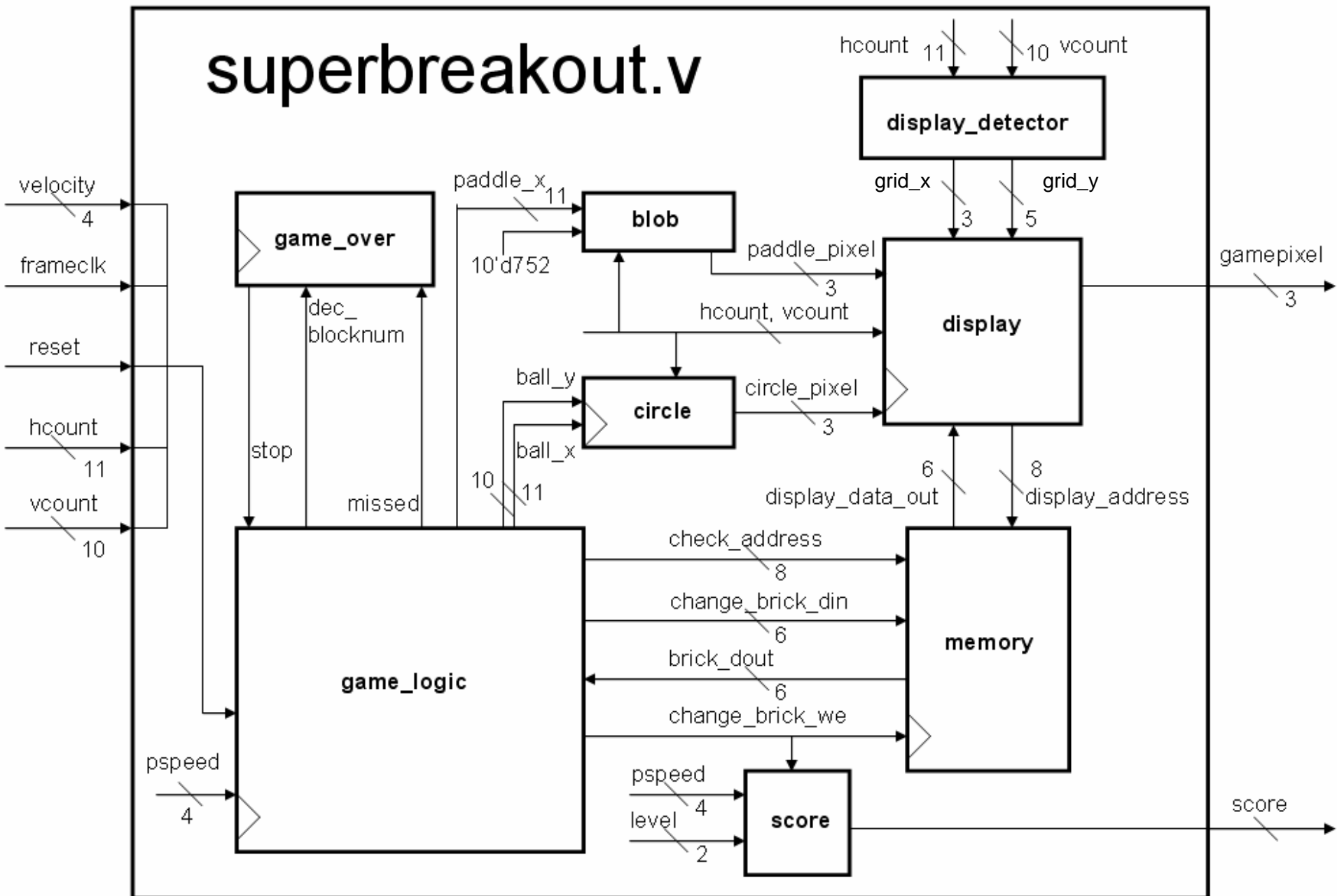
- We will use a camera and an LED to control a modified version of Super Breakout
- Our controller sends continuous velocity information to whatever game is “plugged in” to the virtual console

Global clock: 65 MHz

Reset: "Enter" button



# superbreakout.v





# The project so far

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- Controller: Operational; needs to be debugged and tweaked, but otherwise functional
- Game: Bricks are displaying (from a .coe file), but we are still working on collision detection





# Countdown to December

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- Th. 11/16: Game/controller basic functionality, but keep unconnected for now.
- Su. 11/19: Test and iron out bugs in each part.
- Th. 11/23: Eat turkey; watch football.
- Su. 11/16: Recover from turkey; start thinking about 6.111 again!
- Th. 11/30: Put both halves together and test. A lot.
- Su. 12/03: Final touches. Start panicking. Work on report.
  
- If miracles come true, we'll finish on time, in which case we'll try to add a few extra features (different levels, sound effects).