Intuitive Gaming

Edward Fagin, Irene Fan

6.111 Final Project – Fall 2006
Our motivation

- Over the last few decades, the visual and narrative elements of video games have undoubtedly become more complex.

- What about the controllers?
Our motivation

- 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

- 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
The project so far

- **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

- **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).