

Live-Action RC Mario Kart

Project Checkoff Checklist

BARE MINIMUM

- BRAD: Extract an [x,y] coordinate for one IR LED on one camera. Display a square on the screen representing where the LED is.
- JONO: Load up two full-screen scenes on a VGA display (start screen & track screen). Toggle between them with a switch.
- NATE: Toggle several LEDs on the board with a N64 controller

EXPECTED

- BRAD: Extract multiple [x,y] coordinates for each LED on one camera. Display squares representing where the LEDs are.
- JONO: Start screen, into a race screen. Control everything with an N64 controller on the FPGA board. Can “drive” a square around the track that speeds and slows based on the track region. No powerups.
- NATE: Drive an RC car with an N64 controller.

REACH GOAL

- BRAD: Extract multiple [x,y] coordinates for each LED on several cameras tiled together.
- JONO: Start screen, into a character selection screen. Control everything with N64 controller. Powerups. Driving actual cars. Basically the whole original project proposal.
- NATE: Fully built assembly for projector and cameras.