INSTRUCTION SETS FOR STRANGERS

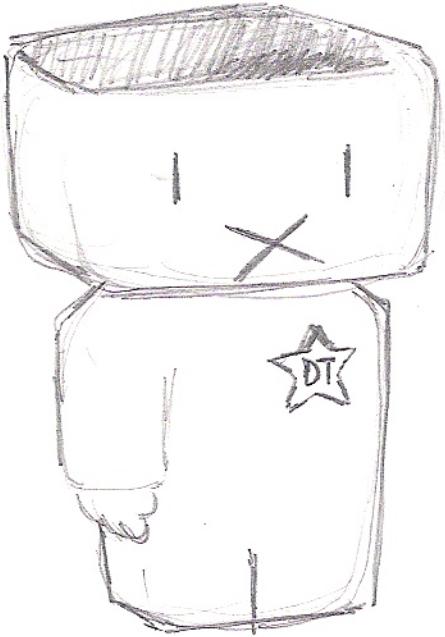
BY QIUYI, MEHDI, AND JASON

GOAL:

DEVELOP A SYSTEM FOR REDUCING THE AMOUNT OF NOISE IN D12

HOW?

1. REAL-TIME VISUALIZATION AND AUDIO NOTIFICATION OF NOISE LEVEL
2. LOCAL AMPLIFICATION OF CONVERSATIONS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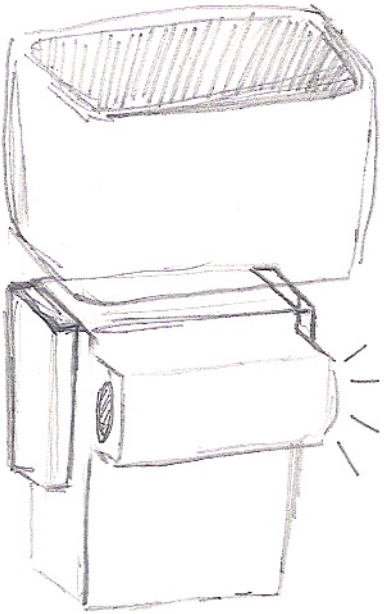
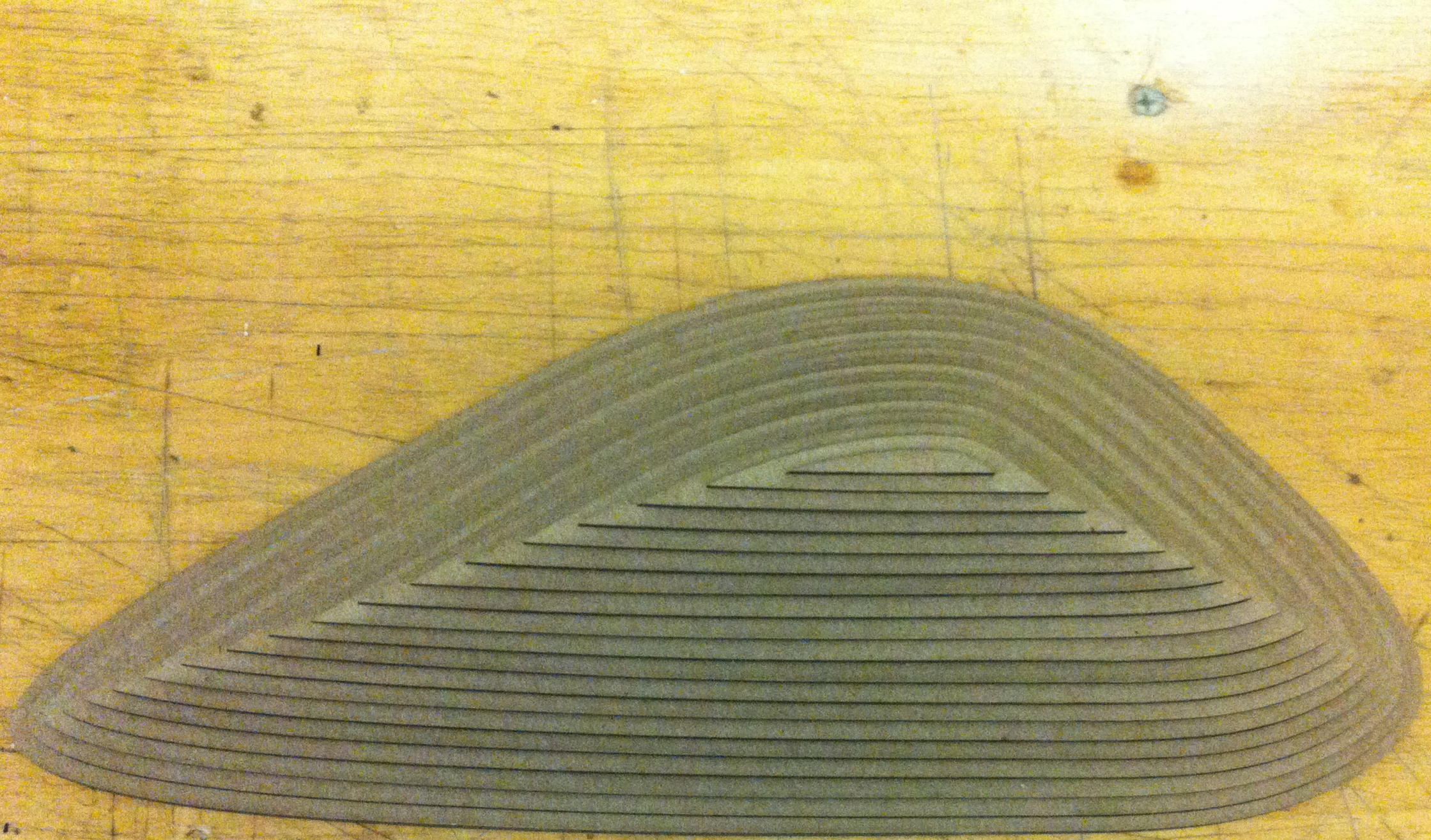
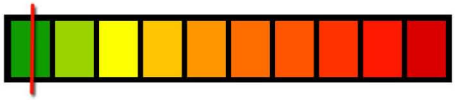




Face level 1-5

NOISE JUDGER

SLEEPY



Noise Level: 1

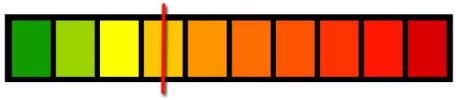
PEACE

Noise Level: 2

FEEL GOOD

Noise Level: 3

FOCUS



Noise Level: 4

UMM....

Noise Level: 5

Face level 5-10

ANNOYING

Noise Level: 6

#$%^&(J>..

Noise Level: 7

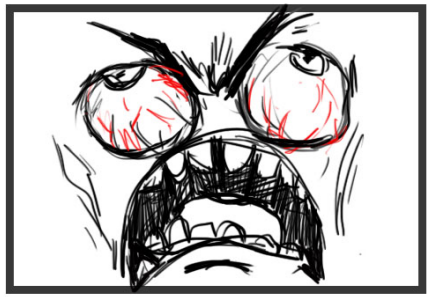
SHUT UP

Noise Level: 8

LIMITATION

Noise Level: 9

NOISE JUDGER

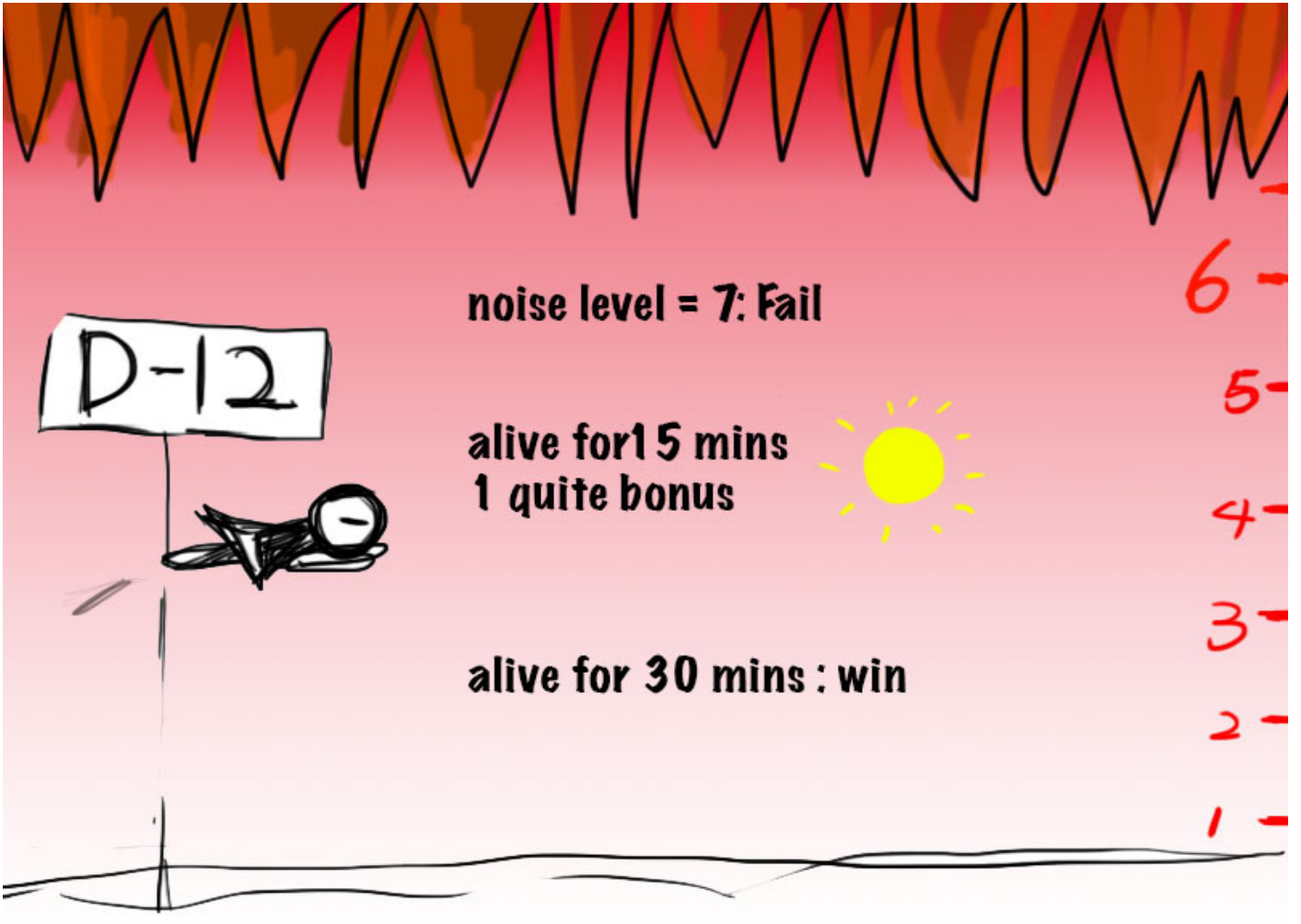


???

Noise Level: 10

Extra Game Idea: Quite Zoom

Noise level controls the challenger's flying height



THANK YOU.