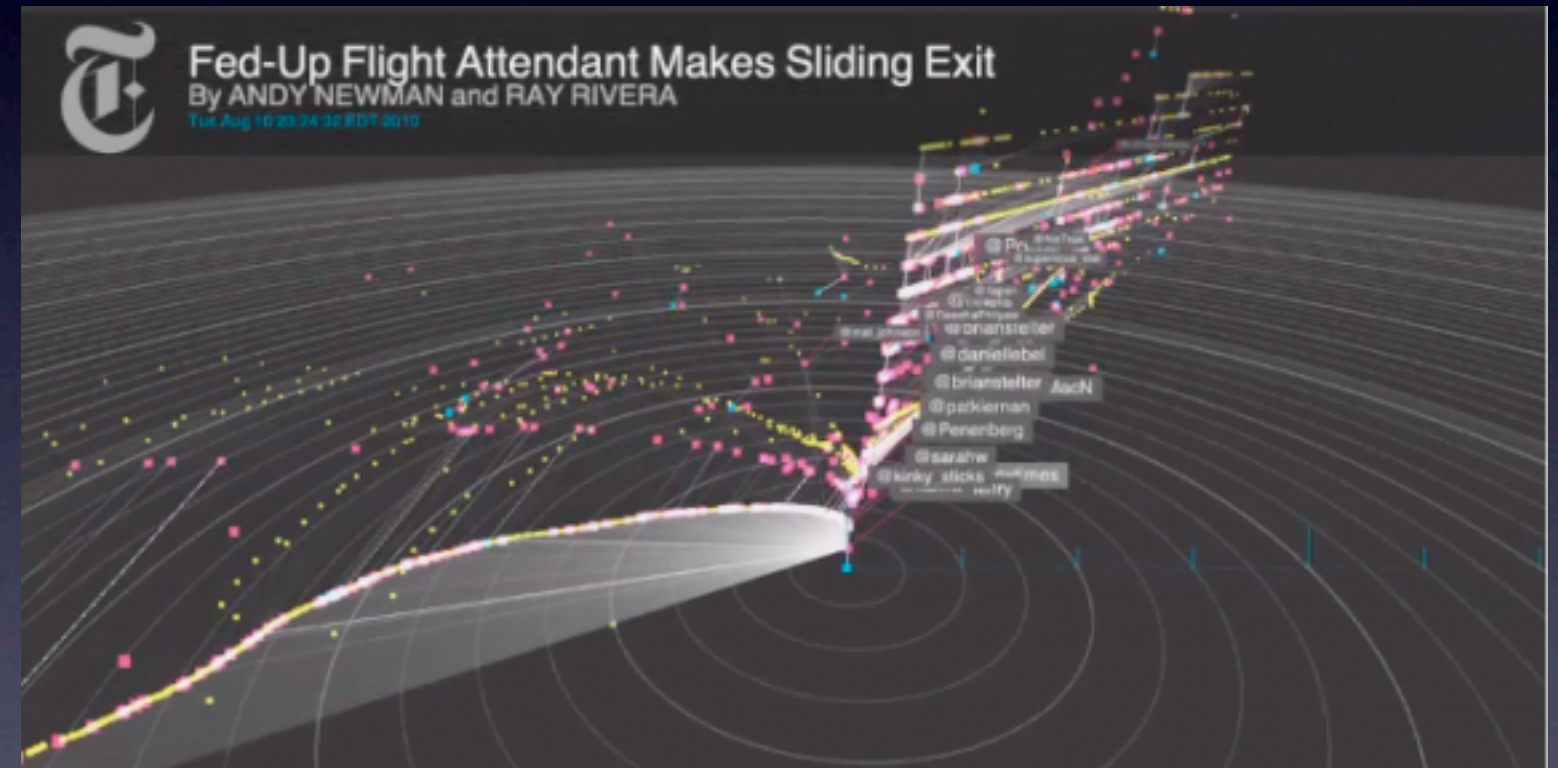


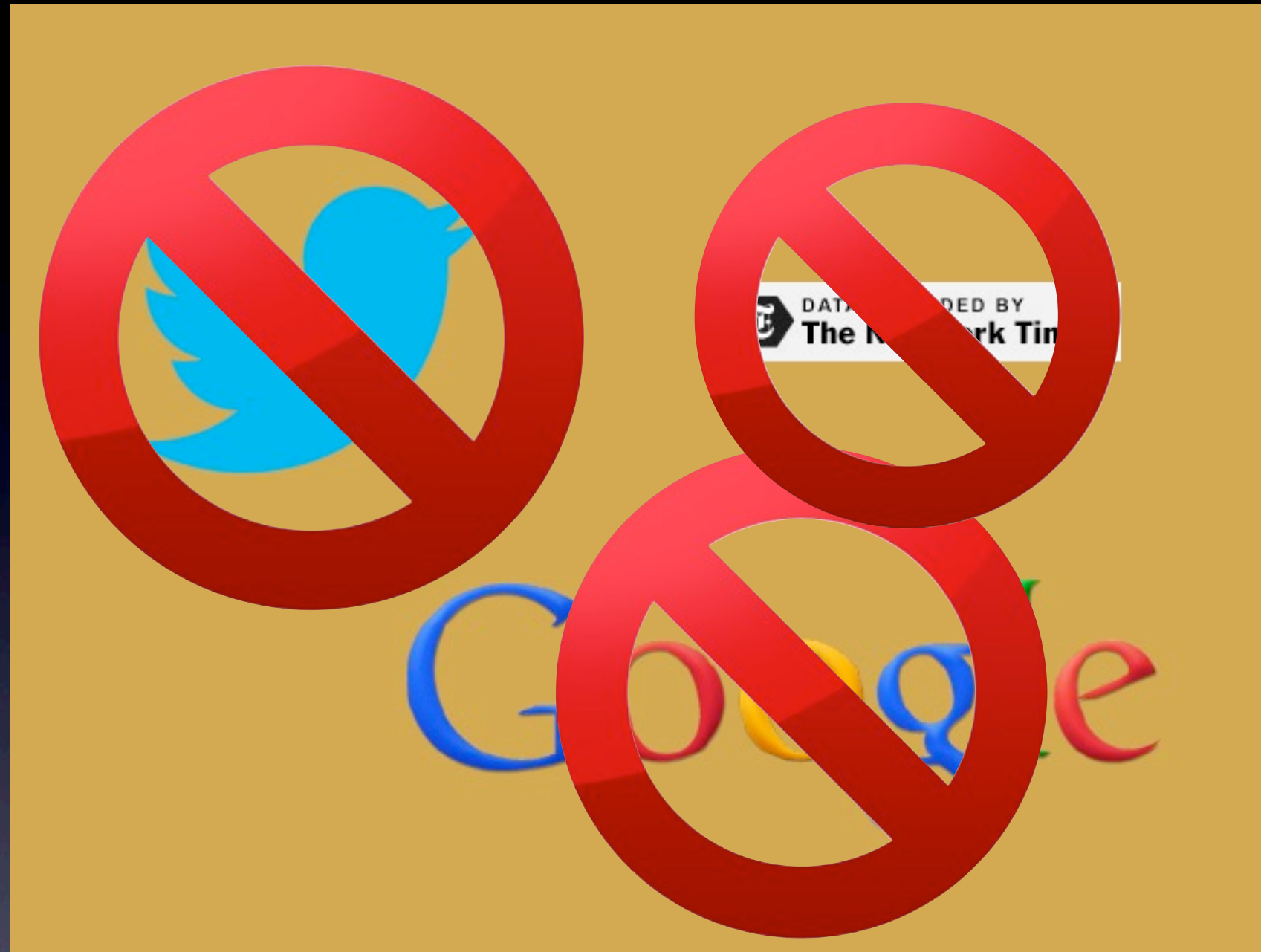
Focus Maze

Jennifer Presto
CCLab Midterm
November 13, 2012

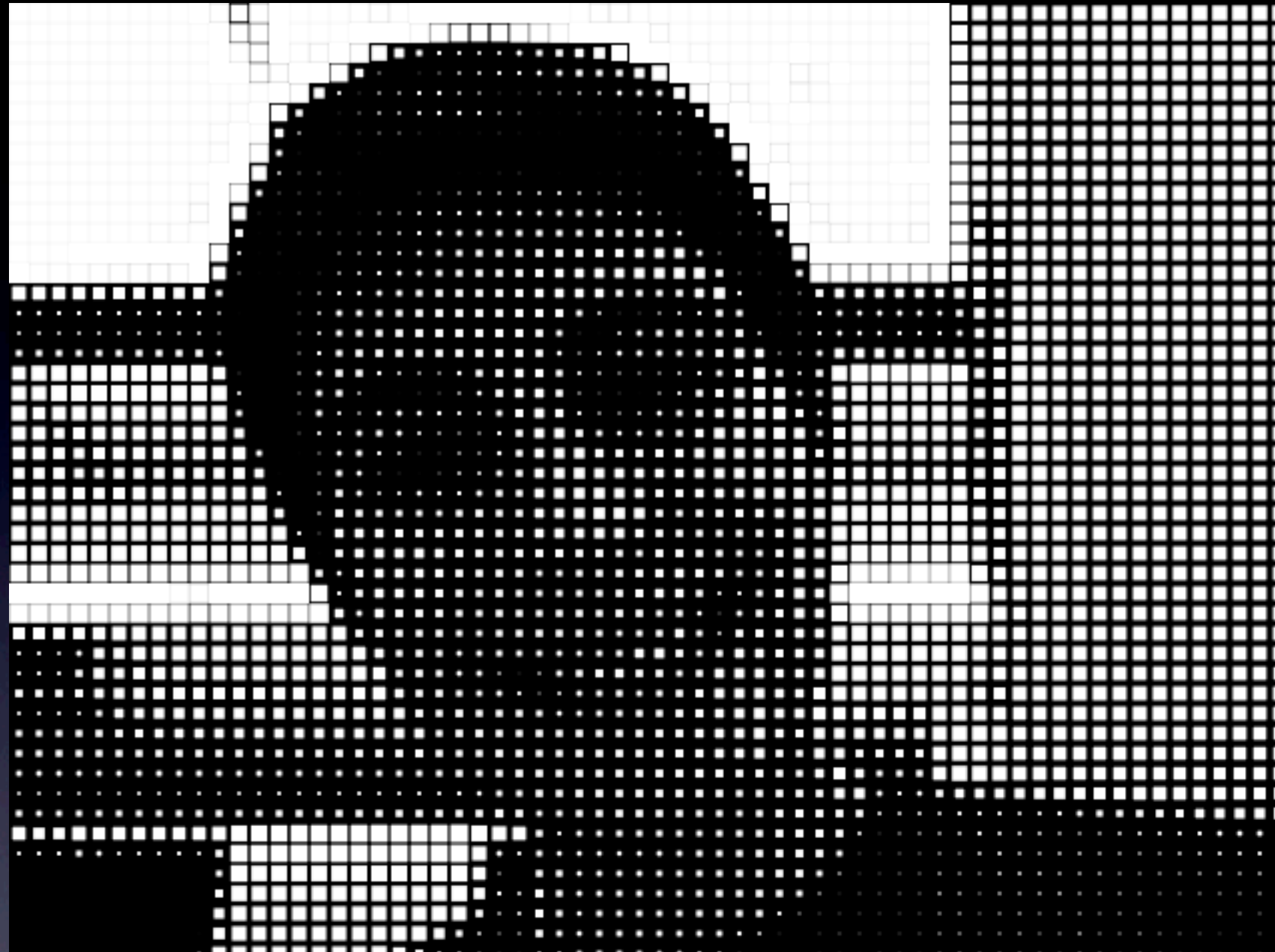
Original idea: API

- Incorporate external data
- Continuation from Arduino work of including data external to the computer
- Data visualization





Several attempts with APIs



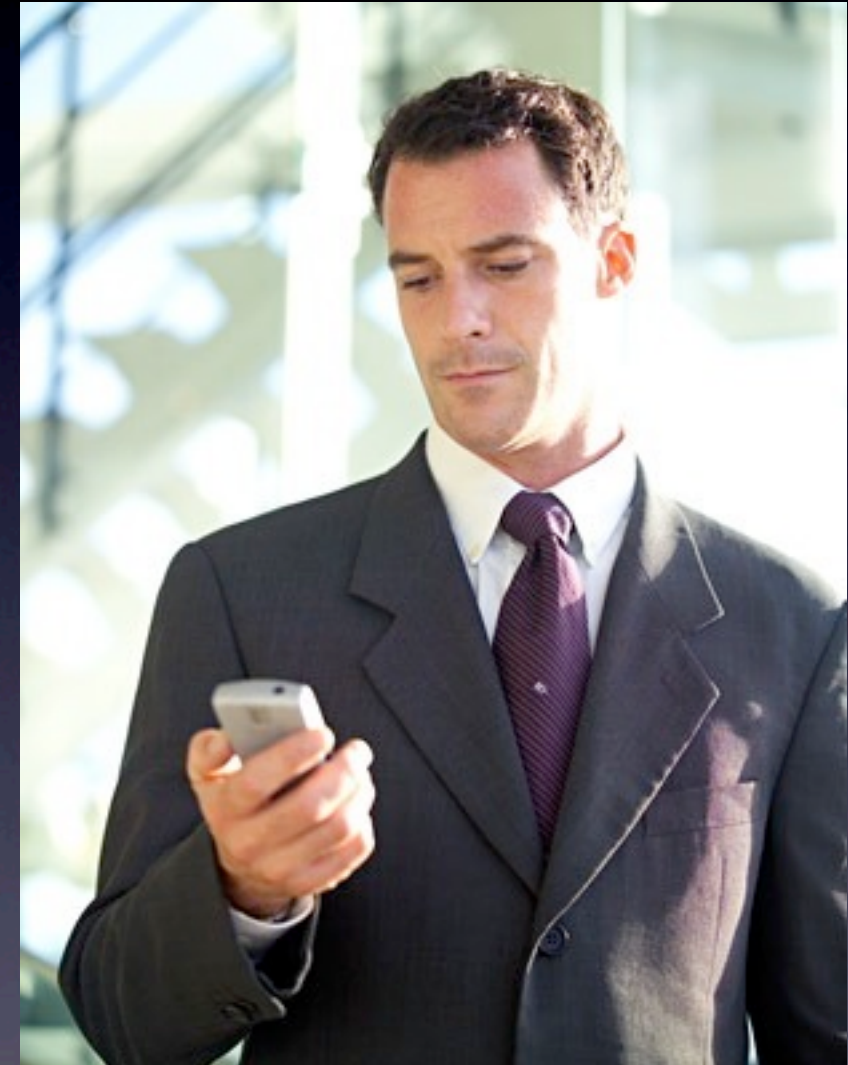
Computer camera as sensor

Game that comments on fact that
we are constantly inundated with
information.

Also fun.

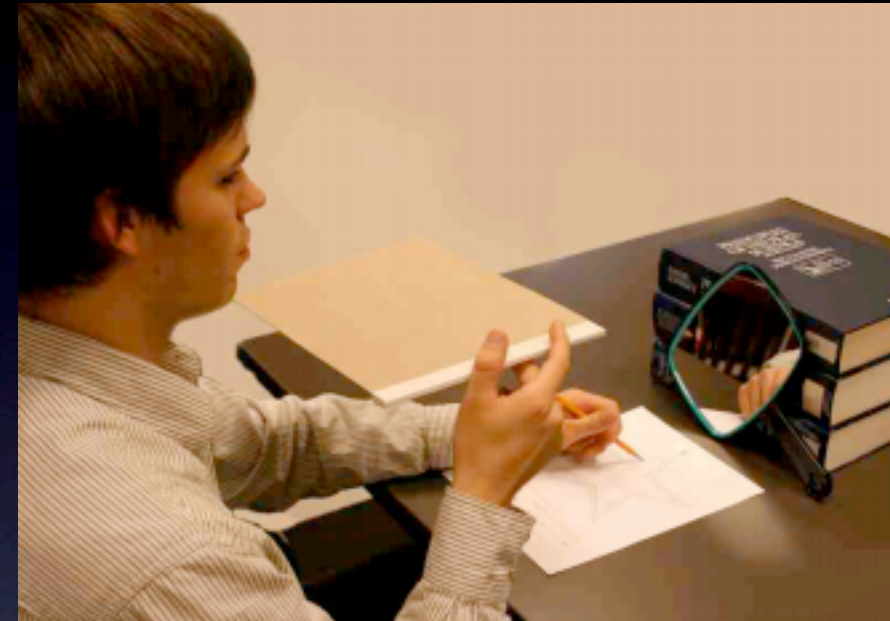
Design Issues

- Game
- For fun
- Also explores issues of distraction and focus

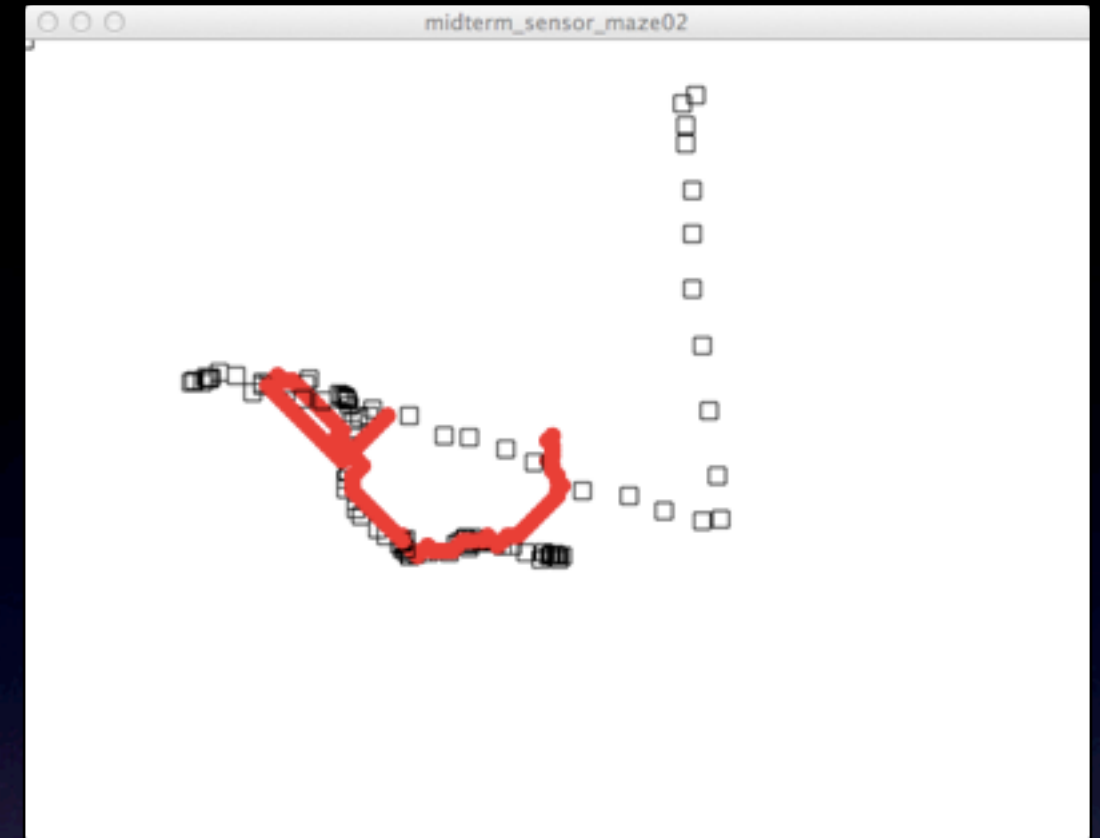


Inspiration

- Mirror-tracing: Challenging and learnable



Process



Learnings

Technical

- ArrayLists
- APIs
- Capturing video in Processing

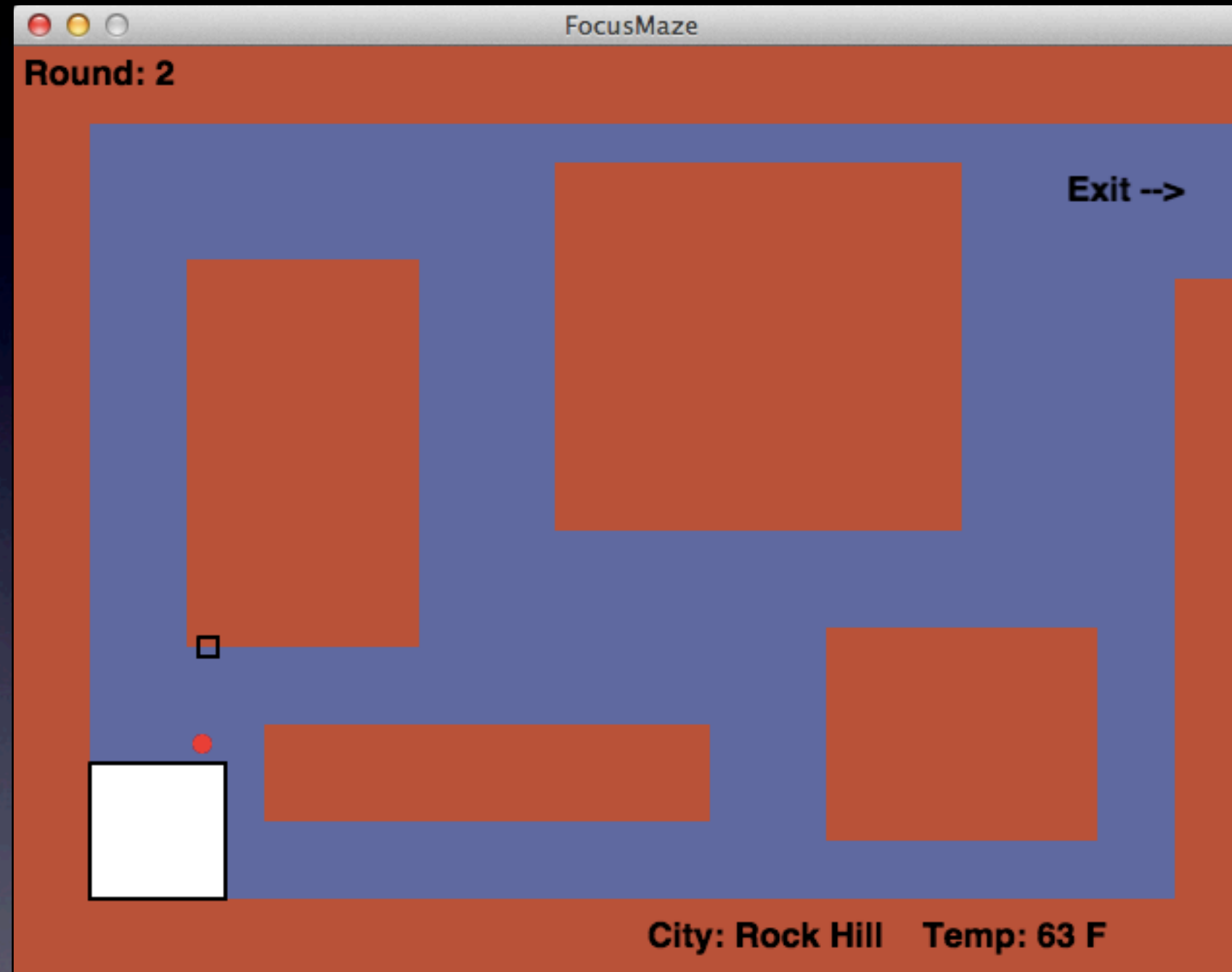
Design

- Timing
- Game balance
- Visual design

Improvements to be made

- Ugly
- Balance (too hard)
- Additional scoring mechanism
- Better instructions
- Distraction not very distracting
- Additional information
- Smooth the mechanic
- Sound and/or music

Finished (for now) product



Thank you