



Audiotron

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Music



Overview

Audiotron is an immersive game environment which allows the player to enter the game space through use of special IR glasses and interact directly with the objects on screen through selection by the Wii remote. This game promotes interactive and motion-filled play.



Programming

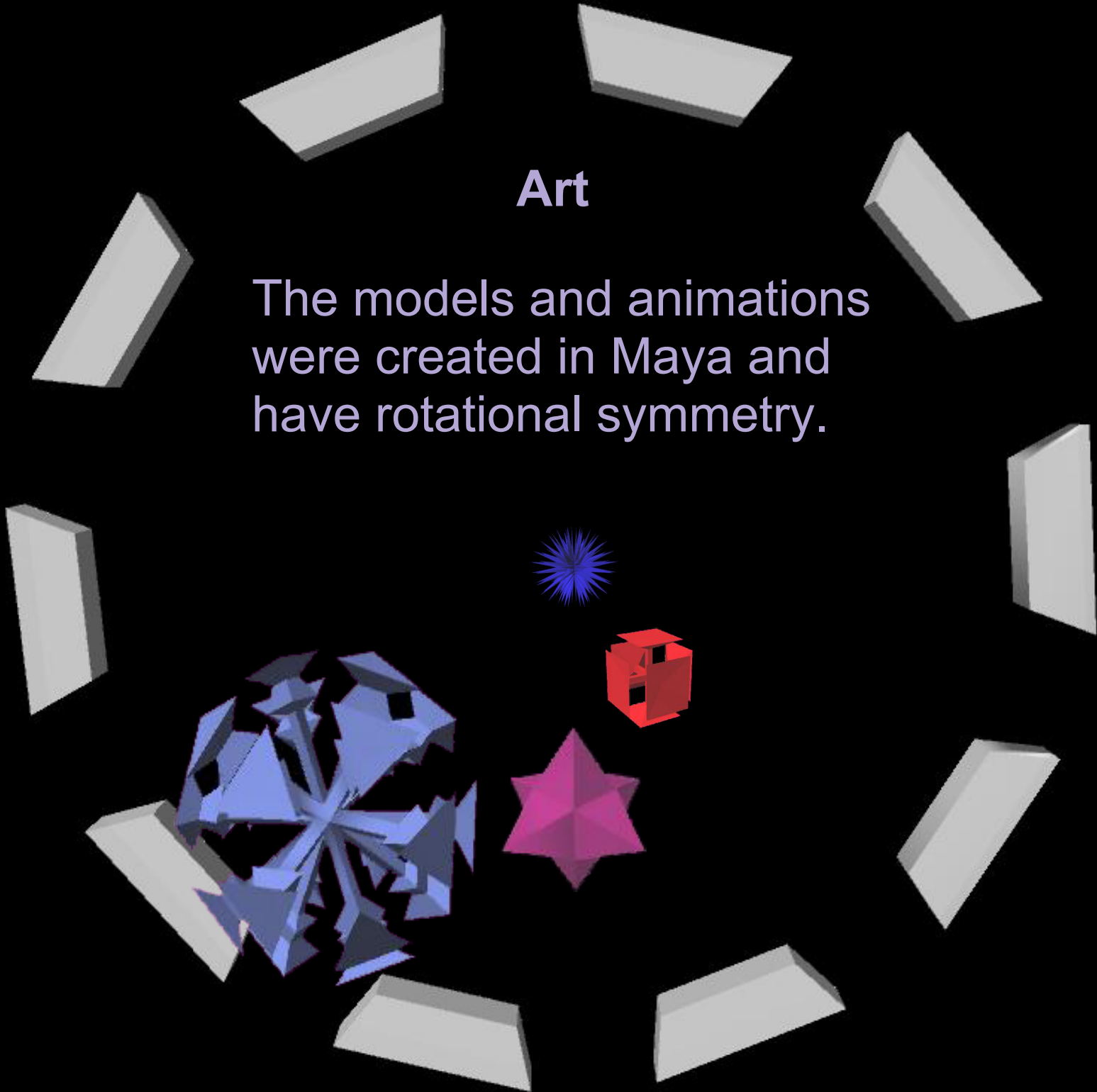
Programmed using Python,
Panda3D, and WiiUse.

Dan: Wiimote interaction,
headtracking, enemy
management, collisions, etc.

Brian: Game/Music
interaction, HUD

Art

The models and animations were created in Maya and have rotational symmetry.





Engineering

Glasses - Two pairs each with two infrared LEDs with 2AA batteries and switch.

Sensor Bar - Same circuit as glasses only on a small cardboard bar.



Design

Hud prototype, gameplay mechanics (unlocking, combos, music integration, etc.)

The image features a circular arrangement of 12 white, 3D rectangular blocks, resembling film strips or film canisters, set against a solid black background. The blocks are positioned around the perimeter of a circle, each slightly offset from the others, creating a sense of depth and rotation. In the center of this circular arrangement, the word "Music" is written in a bold, white, sans-serif font. Below it, the phrase "Original, live recorded" is written in a smaller, white, sans-serif font.

Music

Original, live recorded



Overall

- Did not over scope
- Explored new technologies
- Encouraged active play