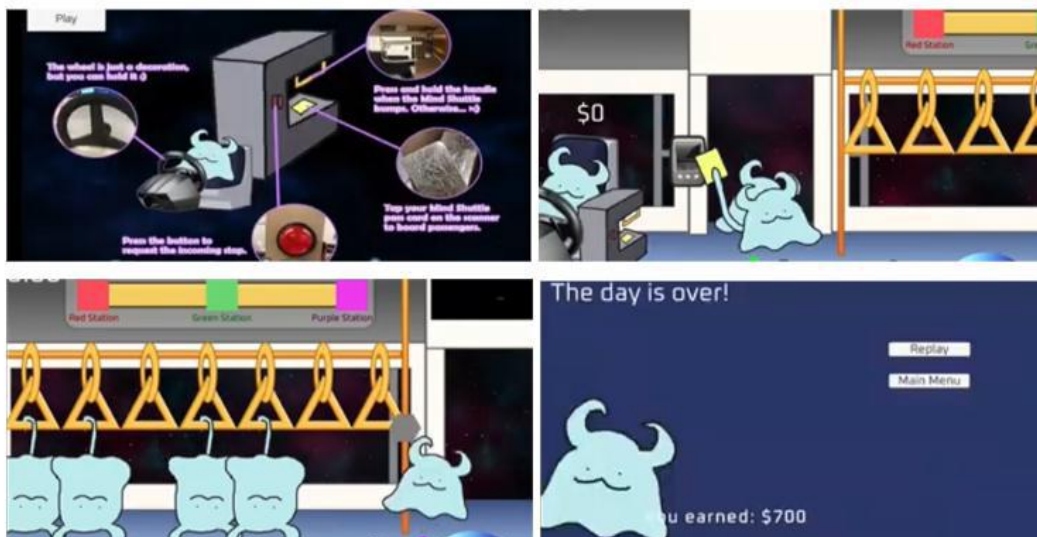


Mindshuttle

- Description

Mindshuttle is a single-player strategy game where you play as the alien species "Passalien". Passaliens are a species with limited energy that share one braincell in their hivemind. Today, you hold power over the braincell! Help everyone get to the right station by controlling their every move.

- Year: 2023 Fall
- Duration: 3 Weeks
- Tools Used: Makey Makey, Unity, C#, Plastic Vacuum, Laser Cut, 3D Print, Bandsaw, Sander, DIY Tool Kit
- Platform: Alternative Controller
- Group Size: 2 (Charlotte Guo & Jacqueline Cao)
 - Charlotte: game design, controller design + setup, game composition, and documentation.
 - Jacqueline: game design, technical design, programming, and game composition.



Initial Idea:

Final Project: \$20 Challenge

EGAM-353
Charlotte Guo & Jacqueline Cao

Idea #3 Bus Stop Request



similar feeling

Controller

- Flour Sifter → Hold on tight
- Button → Request Stop
- Scanner → Pay Bus fee

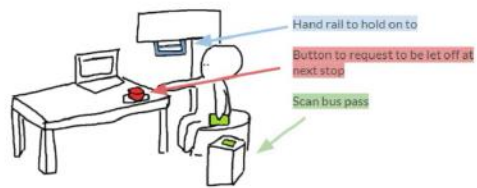
Gameplay

- Observe the different characters' stop needs (station & gate)
- Press the button to let the character off at the correct stop
- Scan the bus pass to pay fee/board bus
- Hold on tight when bus is zooming or risk falling out of it



Selected Item: Flour Sifter

- Operable Handle
- Hollow Bottom
- Makes satisfying sound effect
- Potential to be used in different scenarios
- Potential to be combined with other elements

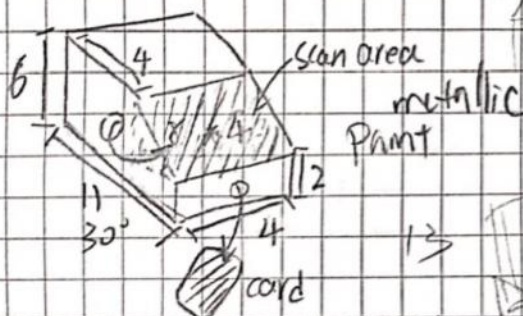


Controller Design:

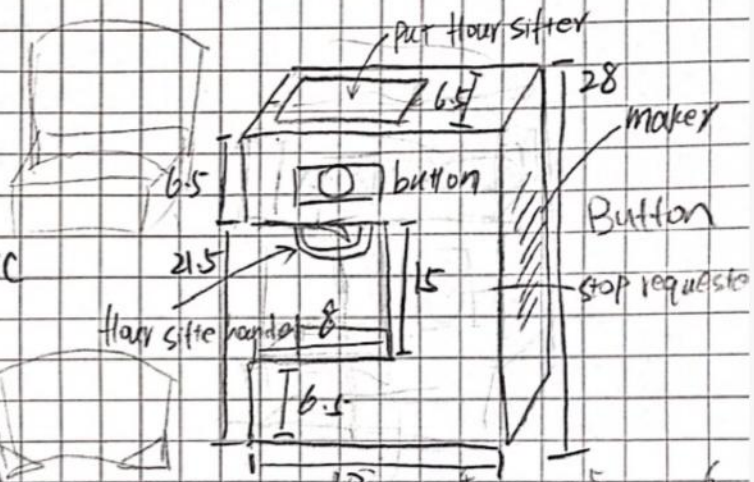
Controller Design - Alter Control Final
(according to the gameplay loop ...)

two sides of controller { driver }
passengers → scan, hold/release, request stops
aboard keep in the bus bus stop → off bus

2 controllers



technique: laser cut, makeymakey



technique: wood cut, 3D print, plastic, cutting

Used Techniques

Plastic Vacuum

MDF Bandsaw

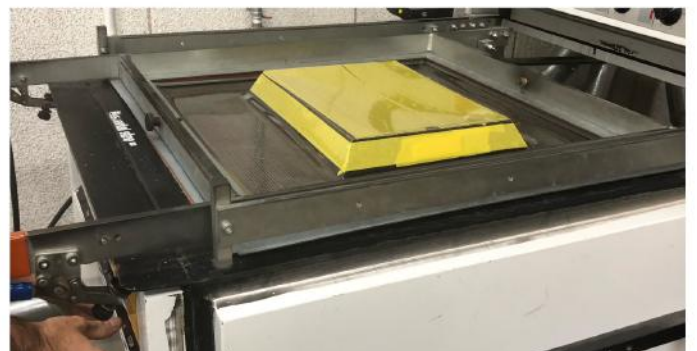
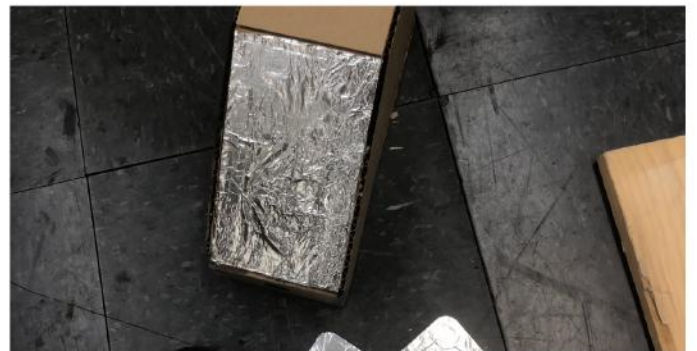
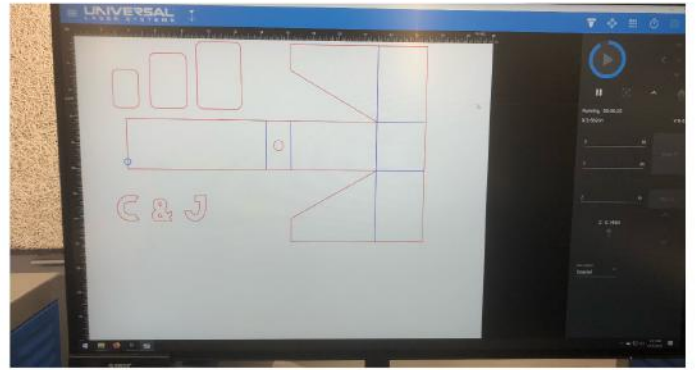
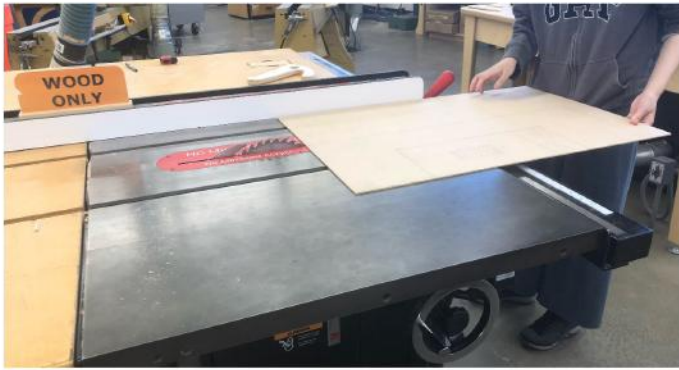


Sander

3D Print

Laser Cut

MakeyMakey



Future Iteration Plans

- For the Video Game:

Different orientation of how to play diagram;

Some kind of signal to board new passengers;

Scoring system in the tutorial;

Make the stop colors obviously different;

Add a narrative page;

Sound effect fixing;

fellas don't die when the bus is stopped;

(Maybe) When people die you lose money;

(Maybe) Add something else to do during traveling time;

Remove the board time timer during travel time.

- For the Controller:

Make card and scanner look more realistic;

Something for the player's left hand to do;

Extend the card cord.