



Collaborative Maze

James Tran, Jackson Greer, Max Epperson

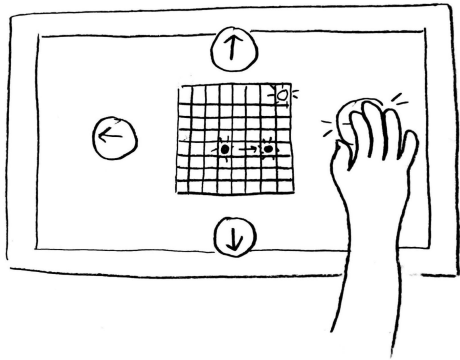


Elevator Pitch

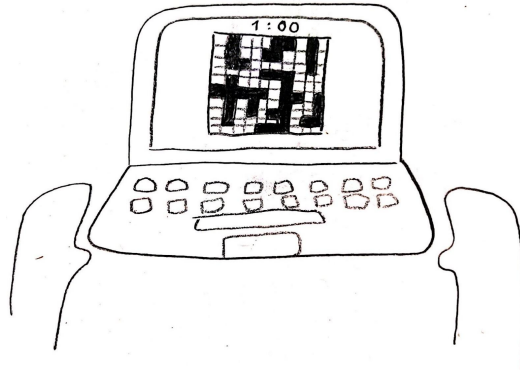
We want to create a collaborative experience between two players by making a maze game, where both users will have imperfect information and will need to work together to move their player icon to the goal area.

Interaction Drawings

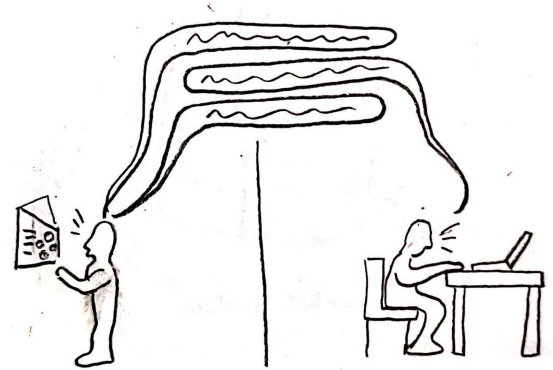
Physical User



Computer User

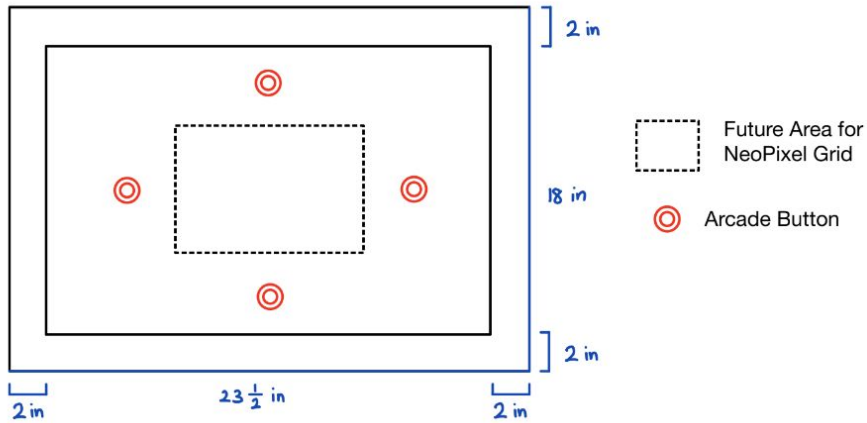


Users Communicating

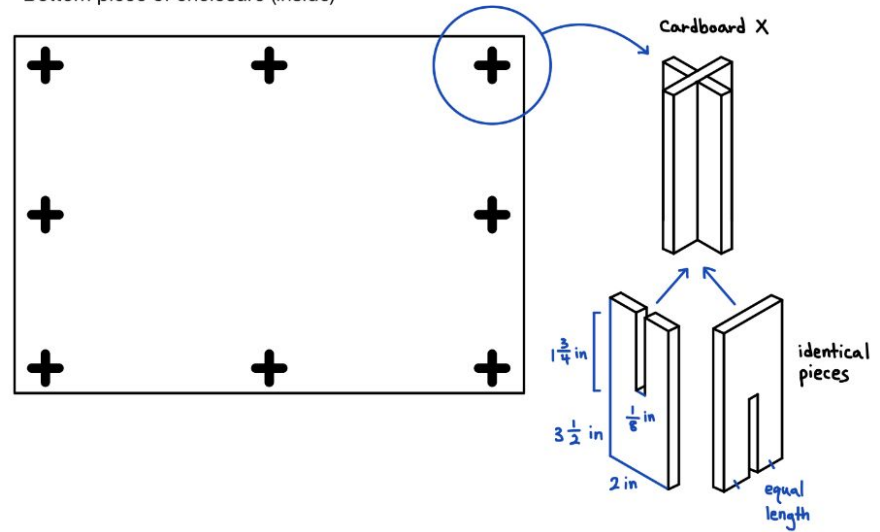


Prototype Enclosure Drawings

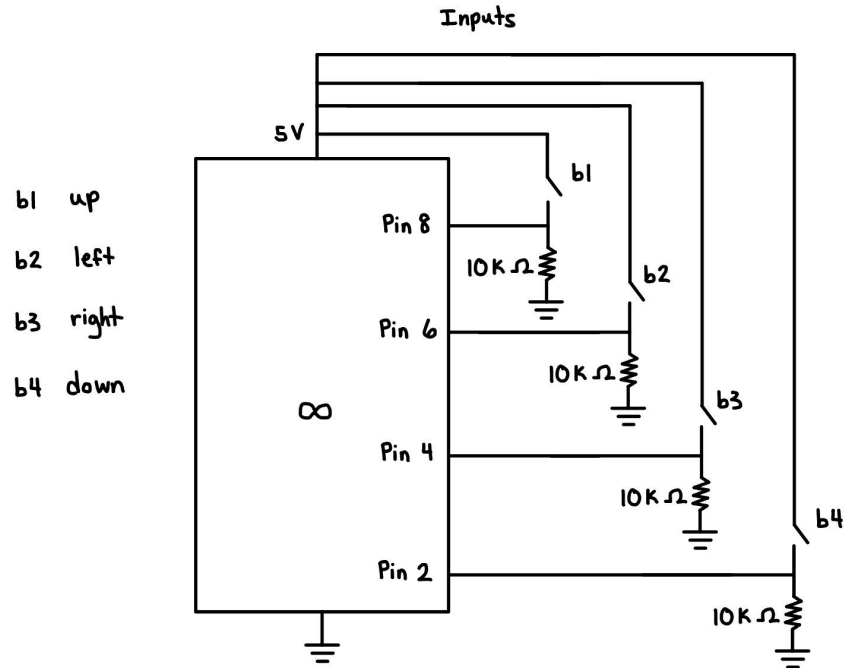
Top piece of enclosure (cardboard piece + frame)



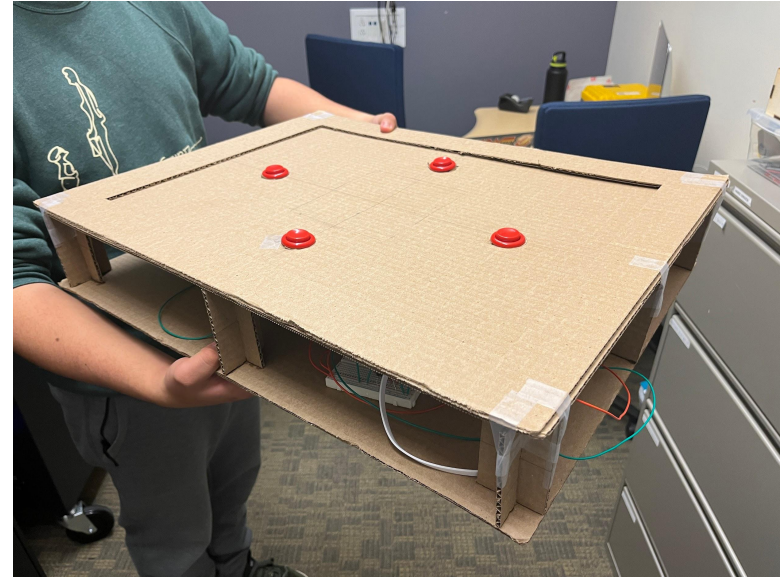
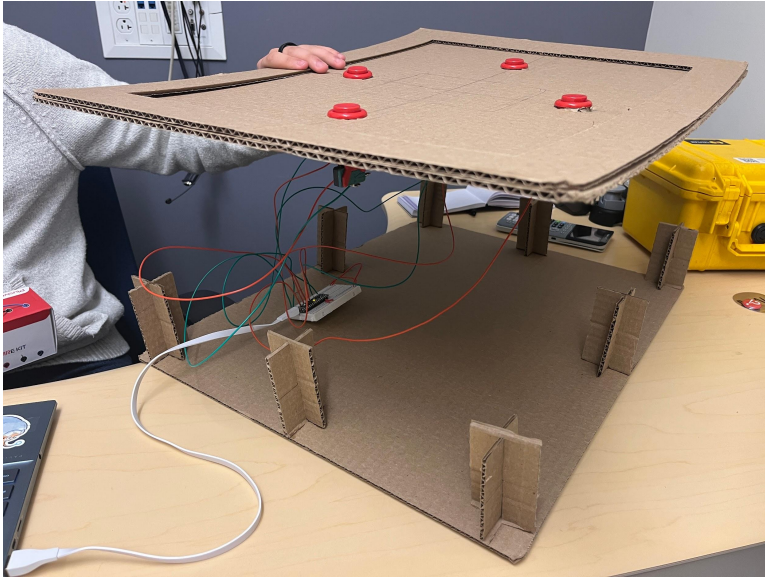
Bottom piece of enclosure (inside)



Prototype Schematic



Prototype Enclosure



Code Repository

P5JS and Arduino

<https://github.com/eppsicle/Object-Final-Maze>