REFLECTO

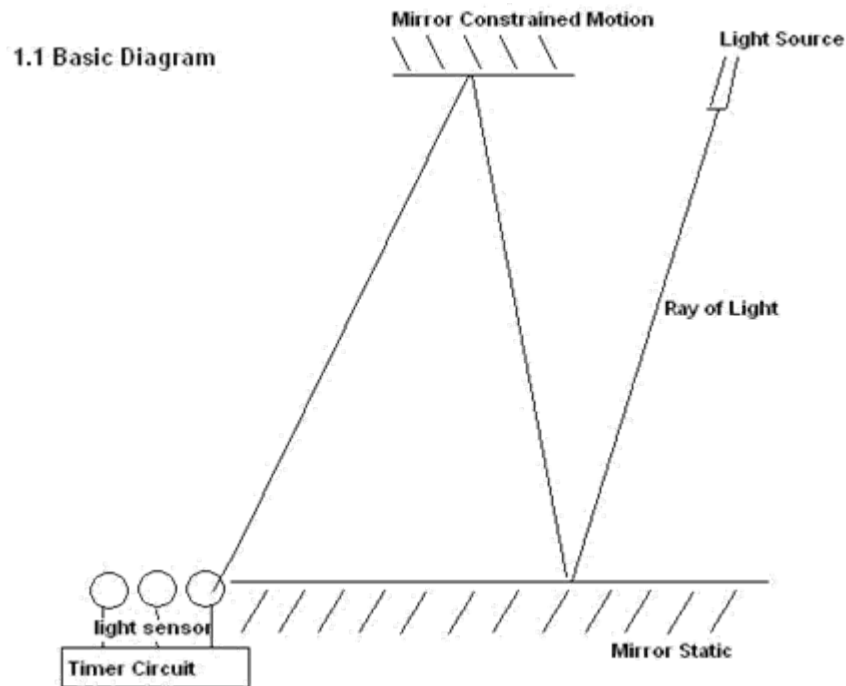A Game based on basic principle of light

Amit Patil – SUID

Swapnil Arora - IDD

Game Objective

To design a toy that demonstrates the basic principles of light keeping in consideration:

- Target group
- Adaptability
- Manufacturability
- Marketability

Basic Concept

1.1 Basic Diagram

Mirror Constrained Motion

Light Source

Ray of Light

light sensor

Timer Circuit

Mirror Static

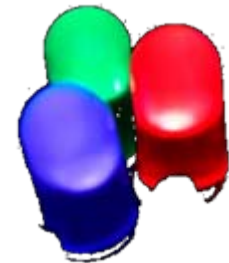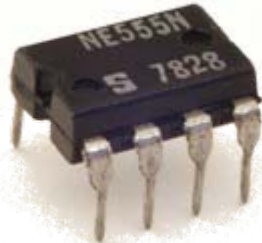Use of Mirrors to reflect a laser beam on various light sensitive targets

Idea Evolution

The original concept conceived for the game was from old arcade style DOS based games like "deflector" or "mirror magic".
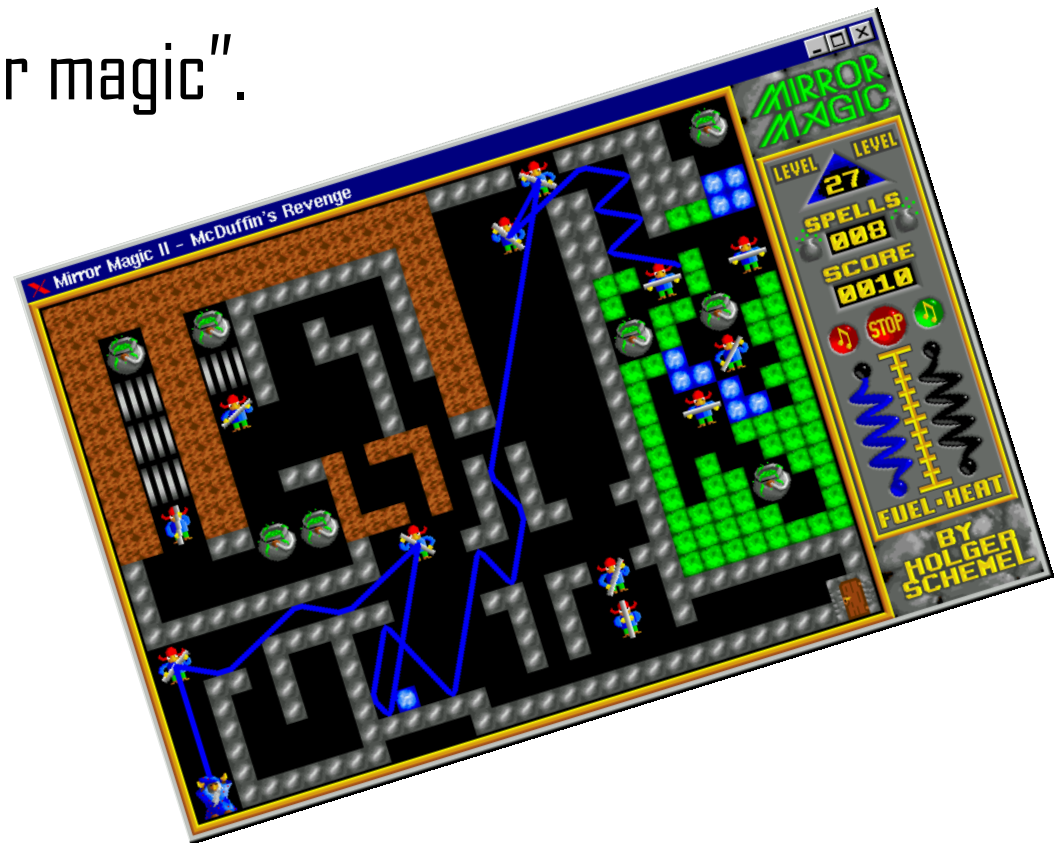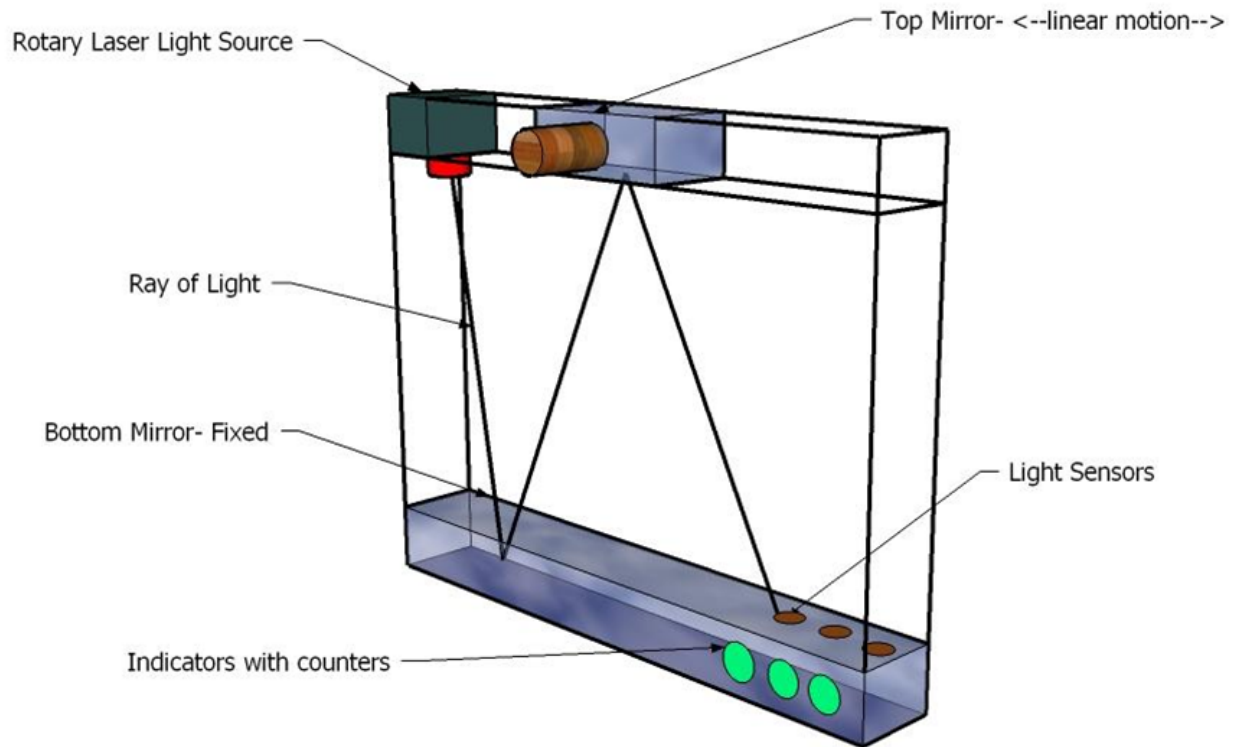
- LASER
- Mirrors as reflectors
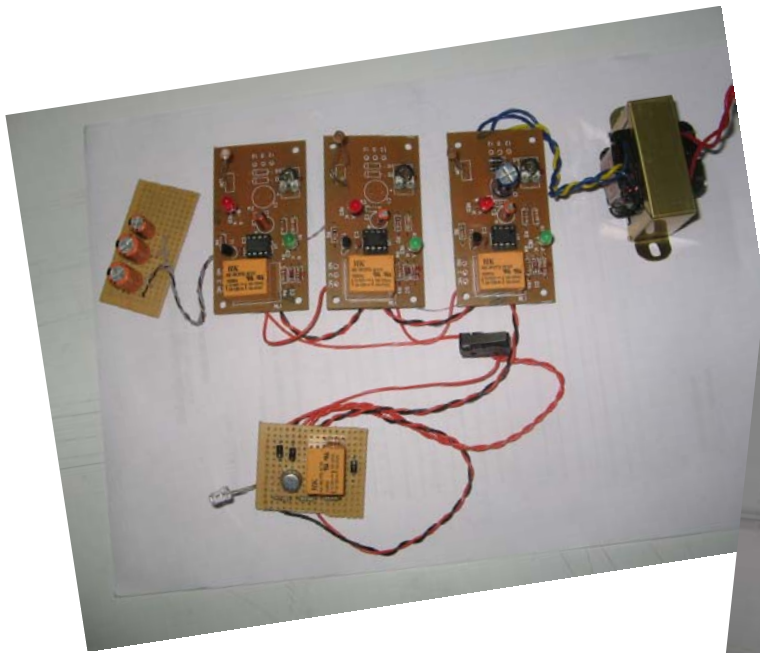- Photo Sensors (Light Detecting Diodes)
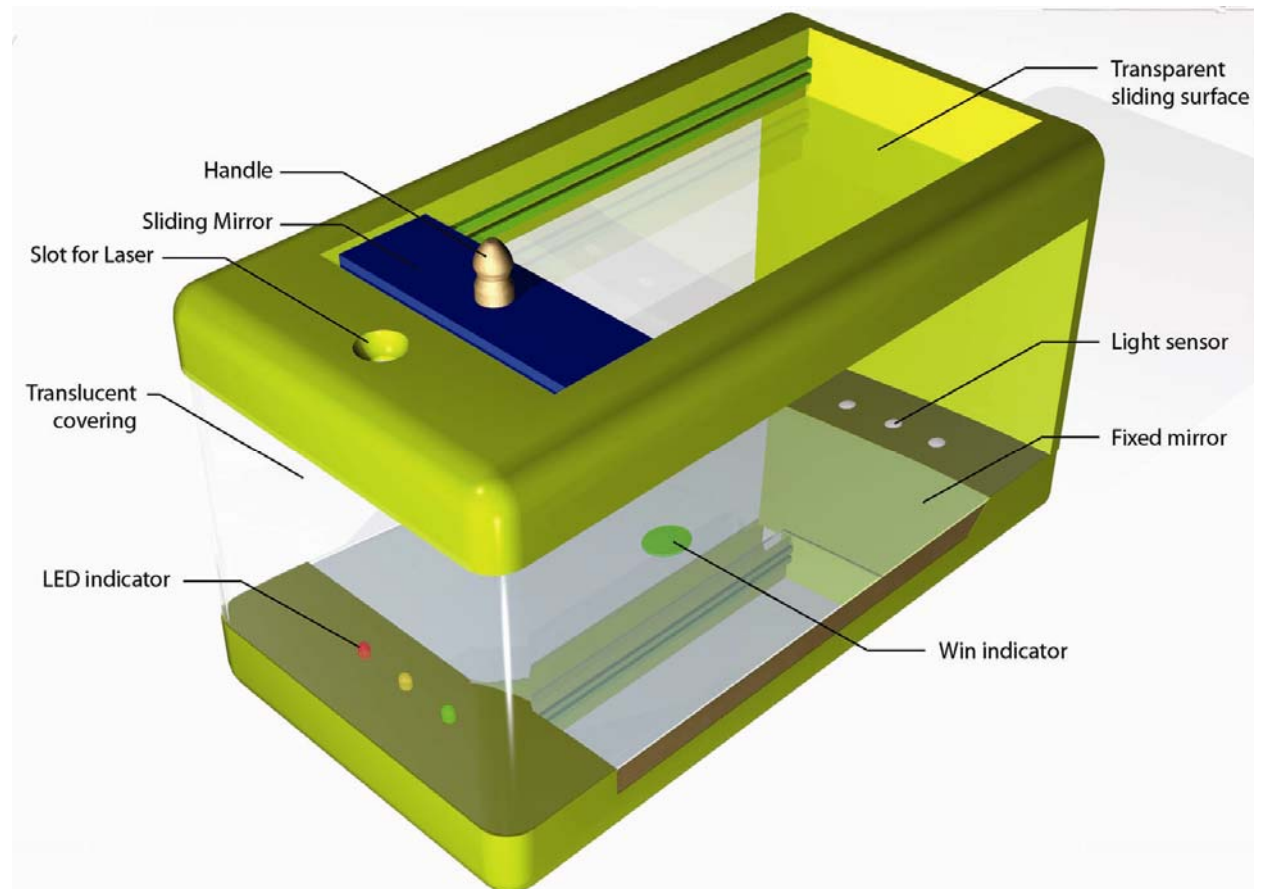- LED (Light Emitting Diodes)

- Initial 3D modeling

- A working prototyping was constructed

- The final model was rendered

Presentation at IIT- Mumbai

- The game was on display at the Exhibition based competition (Fulcrum) in IIT- Mumbai

Feedback

- The response from audience was positive
- The game was popular among younger audience