BEFLECTS

A Game based on basic principle of light

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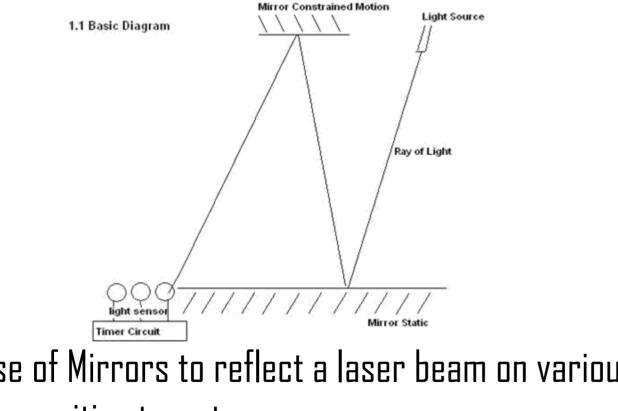
Swapnil Arora - IDD

Game Objective

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

- Target group
- Adaptability
- Manufacturability
- Marketability

Basic Concept



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

Idea Evolution

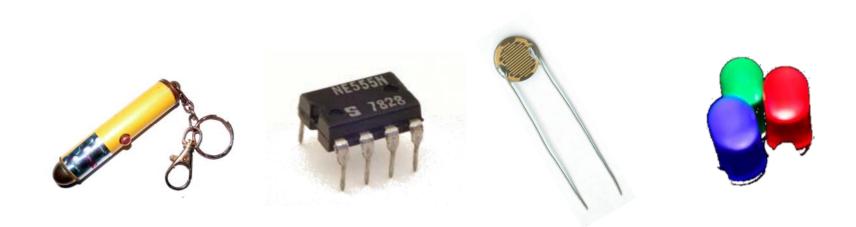
The original concept conceived for the game was from old arcade style DOS based games like "deflector" or "mirror magic".

Components Used

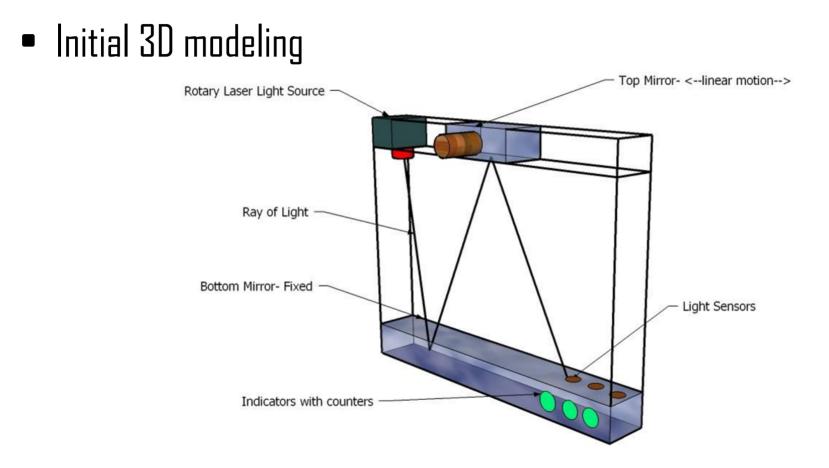
LASER

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- Mirrors as reflectors
- Photo Sensors (Light Detecting Diodes)
- LED (Light Emitting Diodes)

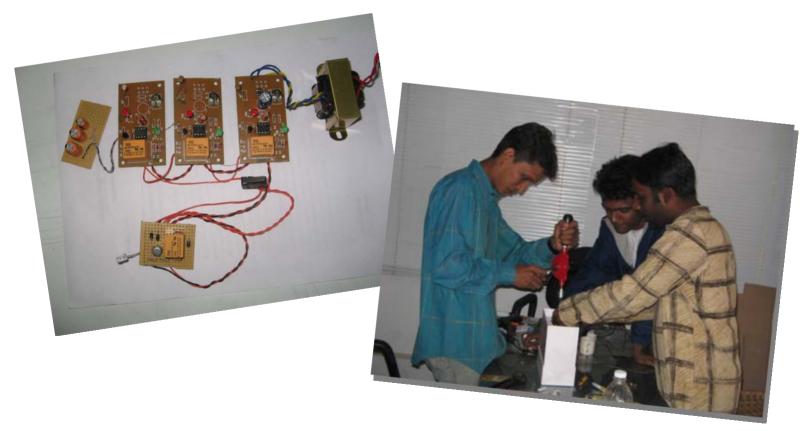


Modeling



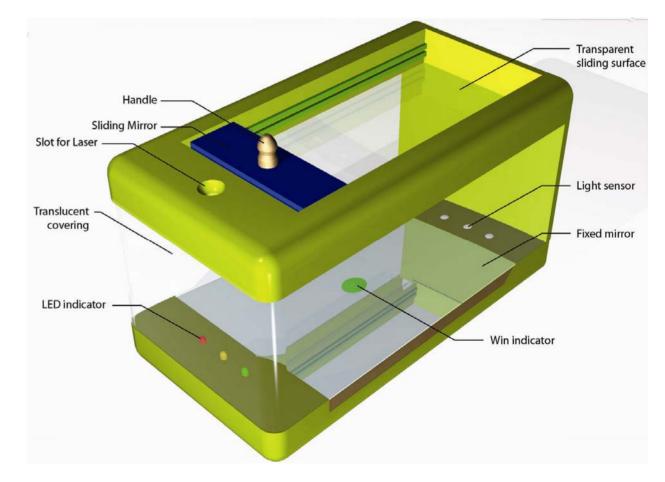
Prototyping

• A working prototyping was constructed



Final Modeling

• 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

FEED	BACK.		-
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