

IT - Project proposal

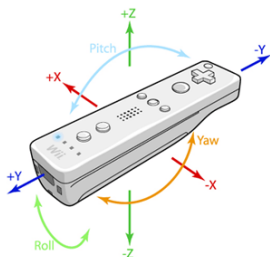
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Movement by concentration input



Abilities and menu control by WiiMote



We're planning on making a 'copter game, in which you'll be able to fly the helicopter using your brainwaves. Using the concentration levels, blink detection and various other input, you'll be able to steer your helicopter up or down. Using the supporting Wii Mote you can make use of upgrades and other abilities, as well as navigate the menu's.

To this end we'll be making use of a brainwave sensor called *NeuroSky* (<http://www.neurosky.com/>). It lets you read several mental states, which we'll be using as input for our game. It's supposed to be compatible with Visual Studio, but we can say for sure it is with Unity. Therefore we'd like to make our game using Unity as it also has good support for Wii mote our second choice of technique.