

6.111 Project Checklist

DDR

Gabriel Ha and Daniel Kim

mp3 Uploader and Audio

1. Upload an mp3 onto the ZBT and play it back on speakers

Music to Arrows Algorithm

1. Demonstrate difference between standard and difficult

Game Logic and Synchronizer and Video

1. Demonstrate game states (setup, play, end)
2. Setup state:
 - Demonstrate proper setup sequence (calibration, music upload/analysis, start game)
3. Play state:
 - Demonstrate synchronization of arrows and music
 - Demonstrate scoring
 - Demonstrate power bar changes due to accuracy (if time allows)
 - Demonstrate levels, standard and difficult
4. End state:
 - Display score
 - Demonstrate reset to play again

Player Motion Processing

1. Demonstrate calibration process
2. Demonstrate correct analysis of steps, "Right", "Left", "Up", "Down." Below a threshold = no step, above the threshold = step.