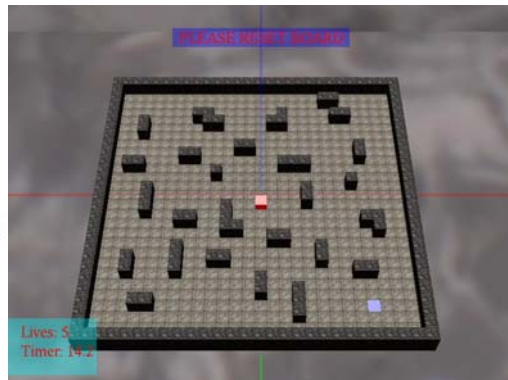




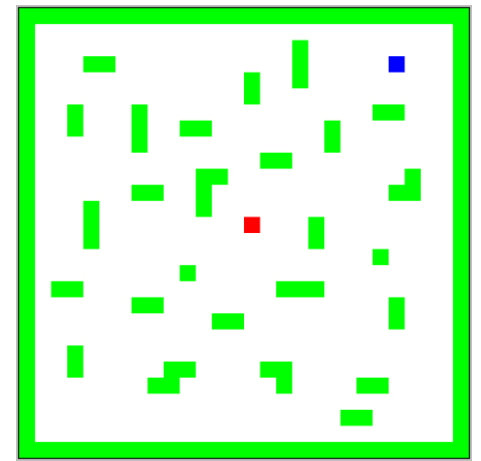
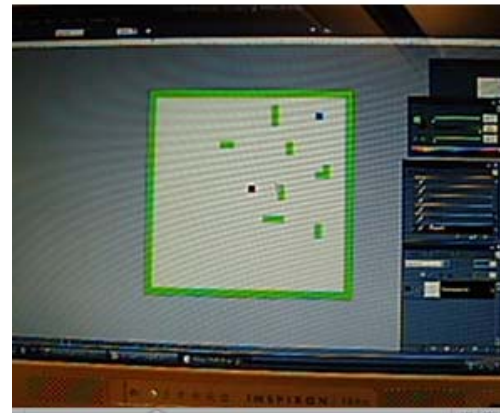
We believed that user experience is a fundamental aspect of game play, and have been motivated to find methods to increase a player's fun factor while playing a game. Thus we invested our interest towards the Motion Capture system to help facilitate user experience.

Marble Madness is a take on a classic marble game that has been developed on a variety of platforms ranging from the original board and marble to a spectrum of digital versions for game consoles and PC. With consideration to the different platforms this classic game has been developed on, we felt that we could offer a vamping up of the game through the use of a Motion Capture system.

Our game, Marble Madness, features the use of the Motion Capture system as the player's main input device for playing the game which introduces the player to a wider range of unique playing techniques. The controller is tune to the player's position in the game world in addition to the angle and rotation that the controller is being held at. Those three real world features (position, rotation, angle) affect the board within the game world which in turn results in a dynamically changing user experience.



The original marble game made from wood and controlled by two knobs to handle rotation, whereas Marble Madness is based on a PC platform.



Players can use Adobe Photoshop to create their own map to play on.



Marble Madness controller is hooked up to the motion capture system to enhance player technique and interaction during game play.



Through the use of motion capture the dynamics of the classic marble game bring new challenges to player