

Tasks to be done until Moday night (12/07/04)

Game Board

- **Phidgets**
 - Housing – Requires building of the phidget components mentioned below. The housing should primarily focus on functionality. Discussed ideas were plastic fruits, bubble plastic paper or foam-based tissue. Buttons should be integrated into the game board itself in an accessible way. The reset button should be clearly labelled as such.
 - Shaker
 - Auto-desk button
 - Reset button
 - PFID tags – The images require scaling down to be useful for the RFID tags size.
- **Textures** – The game board requires texturing. Ideas were to use something like fruit salad all over the board, but also something like a concrete or wooden look. What ever texture image chosen, it has to be printed onto the self-sticking labels, which will subsequently be covered by a transparent, self-sticking protection foil.
- **Discs** – The discs shall receive a cardboard cover with holes for the RFID tags. The cardboard cover shall receive self-sticking label printed with a fitting image.
- **Fruit Baskets** – No change here. See previous documentation on this one.

Programming

- **Interface**
 - 3D MAX Animation – Fruits need to match the fruits a player has to collect, i.e. Apple, banana, kiwi, grapes, strawberry. Another related issue is the generation of relevant textures.
 - Current Fruit Progress – The screen interface also needs to display what fruits a player has collected already and which ones have still to be collected.
 - Overview of what to collect – The screen interface also needs to display an overview of items and their meaning, i.e. No-go's and their value (minus 2).

Who does what

Alma and **Omar** – phidgets, textures, fruit baskets and discs cardboard

Soenke – RFID tags, discs Images, [documentation, poster, website]

Wendy and **Alma** - Interface