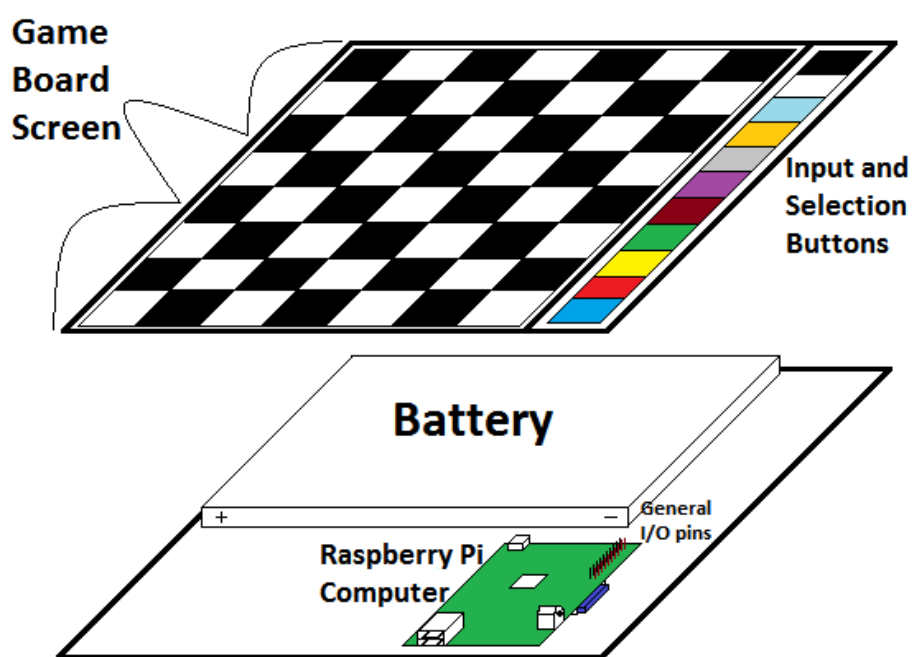


Electronic Game Board, 3-13-13

"Team Mega Shark: Michael Meyer"

Problem Definition

- ❖ Statement-The art of the board game is being lost in the modern world of flashy entertainment and instant gratification.
- ❖ Scope- To create a working prototype of the product.
- ❖ Schedule- To have a usable product by June 2013.
- ❖ Resources- \$35 raspberry pi miniature computer, large LCD monitor, money, time.



Proposed Solution

- ❖ To create a device that projects an image of one of several board games onto a flat LCD or Touchscreen on which the game can be directly played.
- ❖ A Java program will control the computer to project an image of the actual game board, rules, and cards for several classic board games.
- ❖ A finished product will include a full set of physical pieces that are necessary to play all the include games.

Potential Applications

- ❖ This product is meant to be usable in any situation that a board game would otherwise be used.
- ❖ This product is meant to be superior to other digitized versions of board games on computer and tablets because of its unique use of both digital flexibility and authentic feel of actual physical pieces.

Research/Analysis

- ❖ Sales records of computerized versions of board games.
- ❖ Which board games are most popular.
- ❖ Research into the capabilities of the Raspberry Pi computer system.

