

DLG MAZER

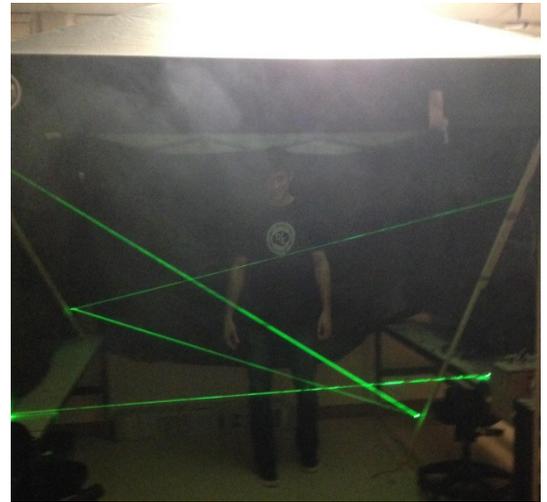
The Next Generation Party Game

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Mentored & Sponsored by FindTheBest

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The purpose of this project is to create a unique entertainment experience for the employees of FindTheBest. The project is a game that immerses the player into a "High-tech Bank Robbery". There is a dark room with an entrance on one end with a start button, an exit with a finish button on the other end, and a mesh of laser beams in between. The player must go through the room without touching any of the lasers forming the mesh, and get to the end button in the least amount of time. The game will have multiple levels of difficulty from which the user can choose from. The product will be portable, and configurable by two people. Multiple lasers will be used with a series of mirrors to create the laser mesh; multiple lasers can be turned on or off to configure the different levels of difficulty. There will be a controller which will track time, record the success/failure of each session, and allow the user to select the difficulty level and start and stop the game. The controller will then output a display of the participants' times in order to rank the participants



This laser game differs from traditional laser games because of some discernable features. It is easy to set up and portable. It is difficult enough to create a real high tech robbery experience yet simple

enough to be fun. We aim to lower the production cost as much as possible so that it will not cost potential customers an unrealistic price as most of the products in the market today do. We will build a portable structure so that two people can easily set it up and pack it up. All the game equipment can be easily transported on any midsize vehicle or truck and easily stored in home closet space. The multi-level difficulty game not only aims to create an entertaining game, but also provides a thrilling experience to test participants' body coordination and strategic planning ultimately putting them together to traverse the laser maze faster than their opponents.

