A Crazy Ride in Mi Moto Through Medellin

Open eStudio Final Project 2023

Overview

Idea description:

- Interactive motorcycle video game
- <u>Virtual</u>: first person rider faces obstacles while driving through city
- <u>Physical</u>: player is surrounded by plants, buildings, artwork, etc.

Goal: Create an immersive environment that represents Medellin and the language barrier between Colombians and Americans

Technical: 3D Modeling and Unity

Materials

- 1 joystick
- 5 large cardboard boxes
- 3 potted plants
- Fairy or LED lights
- Fruits (mangos, papayas, bananas)
- Poster paper
- Paint & brushes
- Hot glue gun
- Exacto knife
- Measuring Tape/Ruler

Team Members

Virtual team:

- **Luke Miller** - 3D Modeler
- **Belle Higginbotham** - Game Programmer

Physical team:

- **Megan Peña** - Environment Assembly Lead
- **Teiko Jackson** - Environment Assembly & Sketch Artist
- **Mariana Gomez** - Environment Assembly & Digital Background