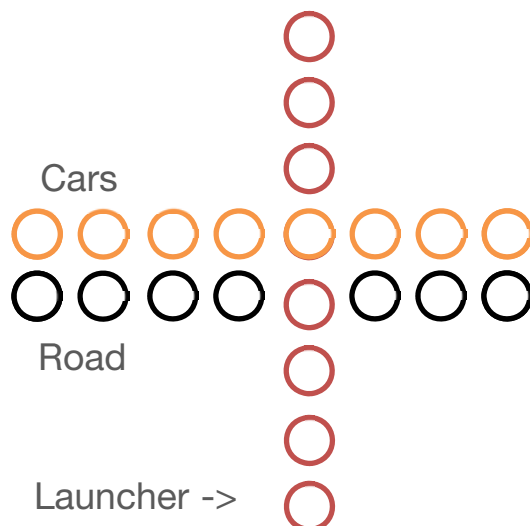


## ELECTROMANIA: PROBLEM STATEMENT

*Abstract: Design a game that simulates a road that has a deep pothole using a row of LEDs and a launching mechanism that launches a platform as wide as the pothole. Cars travelling on the road will be denoted by another row of LEDs above the road. The player has to shoot platforms from below the surface just in time so that a car passing by does not fall down the pothole.*



The car, the pothole and the platform are all one LED wide, as shown in the above figure. Cars are randomly moving from left to right one by one at a certain speed. The player has to shoot platforms from below on the column of launcher LEDs such that the LED is just at the level of the road when the car passes over the pothole.

While these are the basic features required, a variety of other features may be added, such as different speeds for incoming cars, a “gravity” effect for the platform, etc.

Further details about the problem statement shall be clarified in the event lecture, the date of which shall be announced soon at the below-mentioned links.

<http://students.iitk.ac.in/snt/takneek>

<http://students.iitk.ac.in/eclub>

Contacts:

Abhinav Prateek | 9616242117

Chirag Sangani | 9984792095

Sumeet Kumar | 9616096545