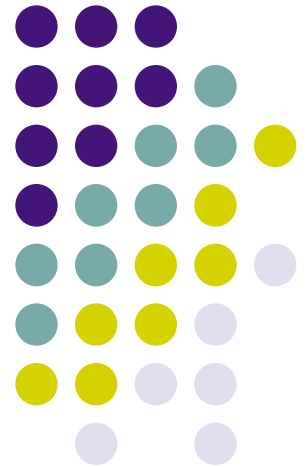# *Flag Flag Revolution !!*

蔡宗佑
蕭傳楷
陳彥宏

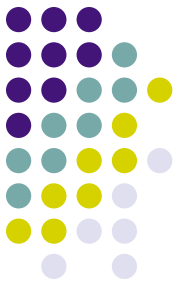# *Flag Flag Revolution !!*
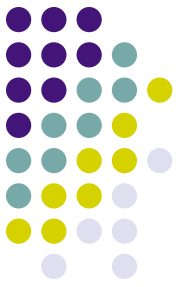
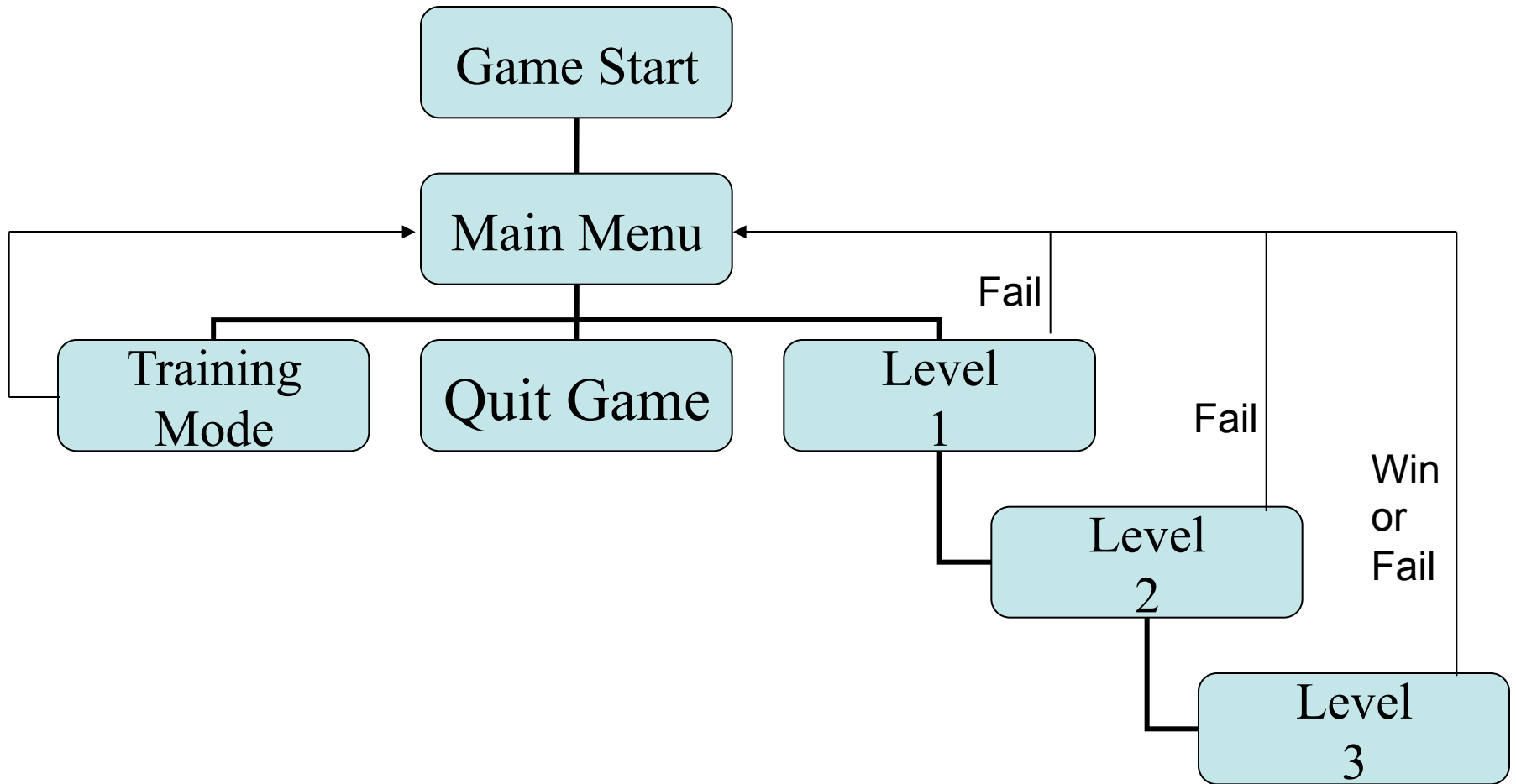- Sample Clip

Program Flow Chart

Game Start

Main Menu

Training Mode

Quit Game

Level 1

Fail

Level 2

Fail

Level 3

Win or Fail

Game Levels

- Level 1
  - 100 beat/min
  - "Up" and "down"
- Level 2
  - 120 beat/min
  - Plus "left" and "right"
- Level 3
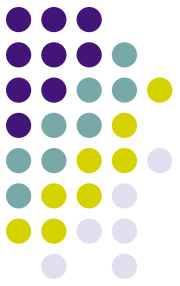 - 150 beat/min
  - "Keep still" and "other position"

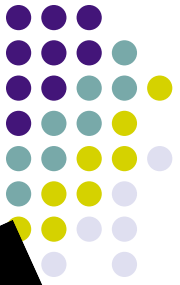# Advanced features

- Cumulative score (life)

Challenges We Encountered

- To integrate the game with Wii Remote
- To play BGM and sound effect simultaneously
- To integrate the game core and BGM
- How frequently does the system check the player's pose
  - After every sentence
  - After every few sentences

Work Division

- 宗佑
  - Game core
  - Art designing
- 傳楷
  - System integration
  - Testing and report
- 彥宏
  - Wii remote
  - Music and sound effect solution

Thank You