Arduino Project Documentation
by
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Description:

In this game, the player controls a small "pirate ship" and the level of the sea. The player has to navigate the ship between islands, they can do it by increasing and decreasing the sea level with the help of the Arduino board and two sensors, a humidity sensor, and a flame sensor. By increasing the humidity, the player makes the level of the sea rise. By holding a flame near the flame sensor the player makes the level of the sea decrease. With the "WASD" buttons the player navigates the ship between islands. There are some small dialog windows on the islands, but they do not influence the gameplay in any way. A nice addition to the game would be a LED that would show the players if they are at a good sea level, where they can find an island. I could not add this function due to my lack of time management.

Schematic:

Please note that the IRL schematic might be slightly different. Here is a small video of it.