Unity Project – Radio & Sliding Platform

The game is controlled through Keyboard and Mouse in addition to the Arduino Setup. The setup consists of a joystick, a rotary encoder, as well as an RGB-LED.

Using the Joystick, the player controls the movement of a floating platform. Like this, they have to make their way through the labyrinth-like structure. Inside of this structure are three main sections split up through orange gates. In order to open these gates, the player has to find the corresponding orange pads before finding the right frequency on their radio. They adjust the frequency using the rotary encoder, watching the LED in the process. It will turn yellow and then green the closer you get to the exact right frequency, and if you wait until the LED turns red again, the gate will be open. Like that, the player has to continue until they reach the end and inevitably fly into the infinite oblivion of an unfinished Unity Scene.

Here is the Arduino Schematic: