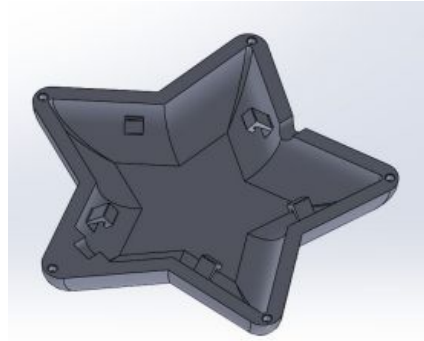


Toy Product Design - "Shooting Stars"

Drake Elliott - Spring 2023



Objectives: Conceptualize, design, and fabricate a toy that can be enjoyed by younger audiences

Outcome: Developed a game in which players would wear a blaster-style glove and shoot at targets when they lit up. When successfully done so, the player would gain points which were tracked on a central hub. We demonstrated our product to the school in a fun campus-wide presentation.

Process: We used RF signals to communicate between targets and the central hub, and IR between the handheld blaster and targets. A primary task of mine was to design the physical components of the project and provide housing for electronic elements. I employed CAD software, 3D printing, and laser cutting to complete this goal as well as other machine shop techniques to construct parts.