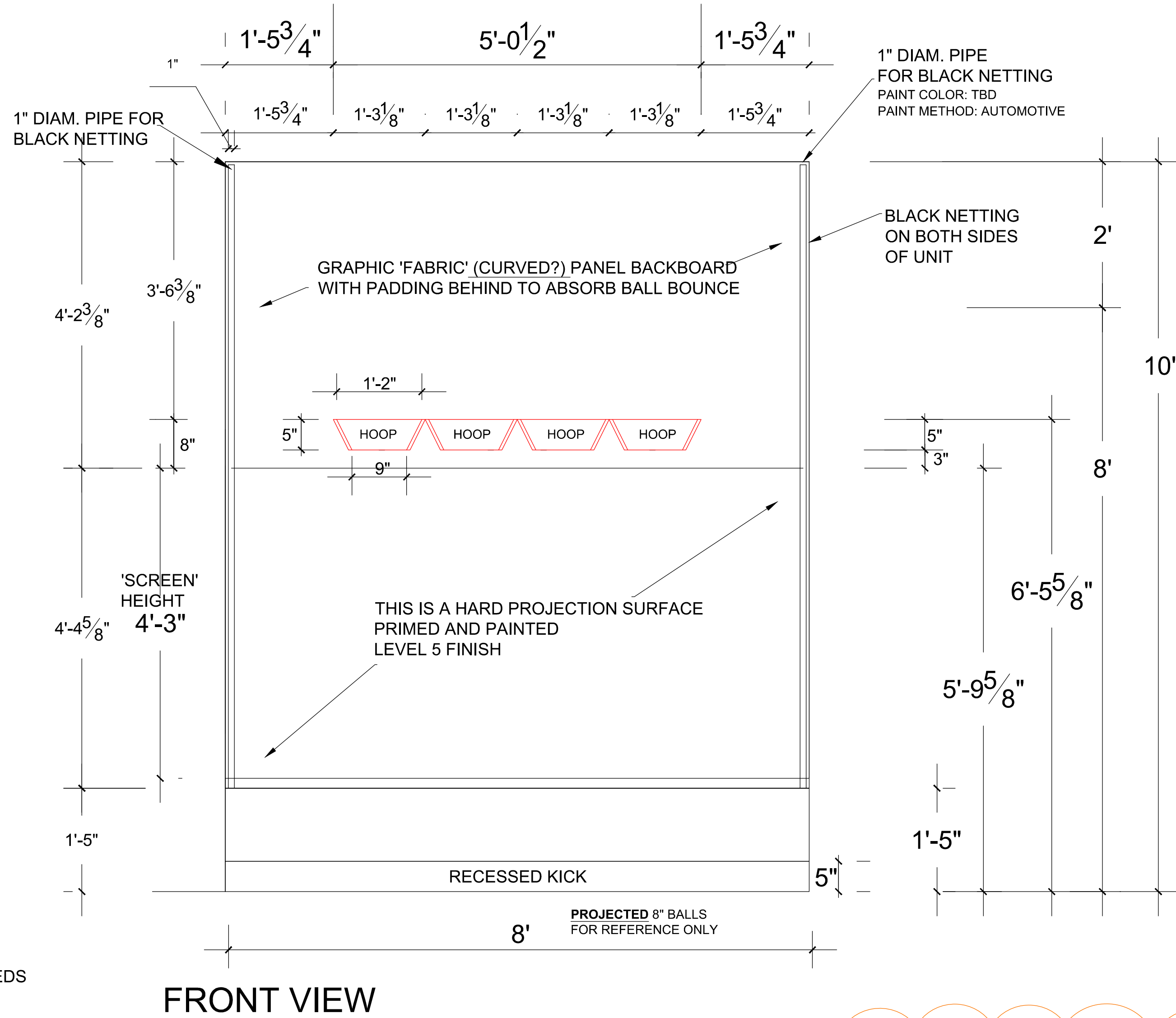
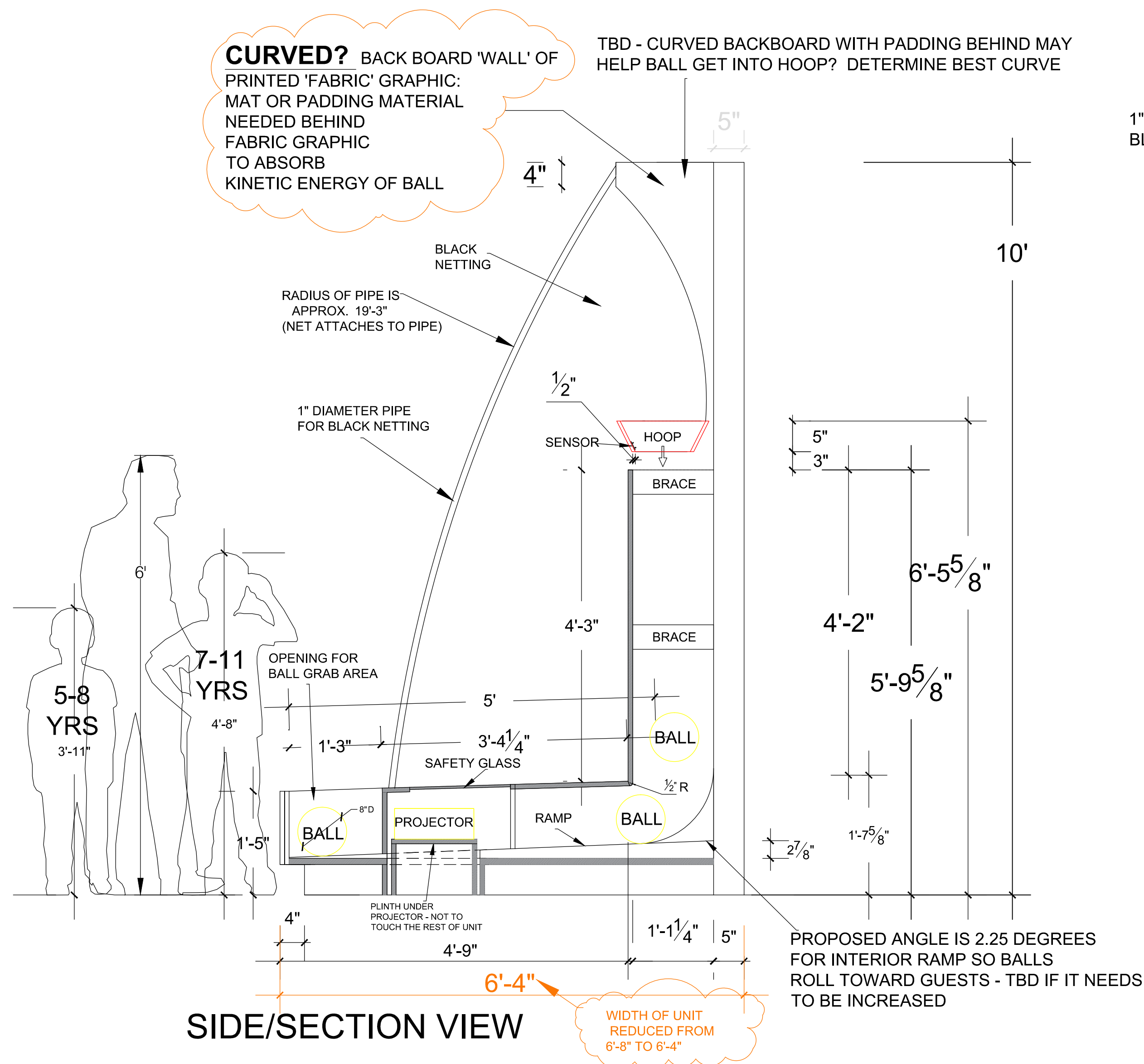


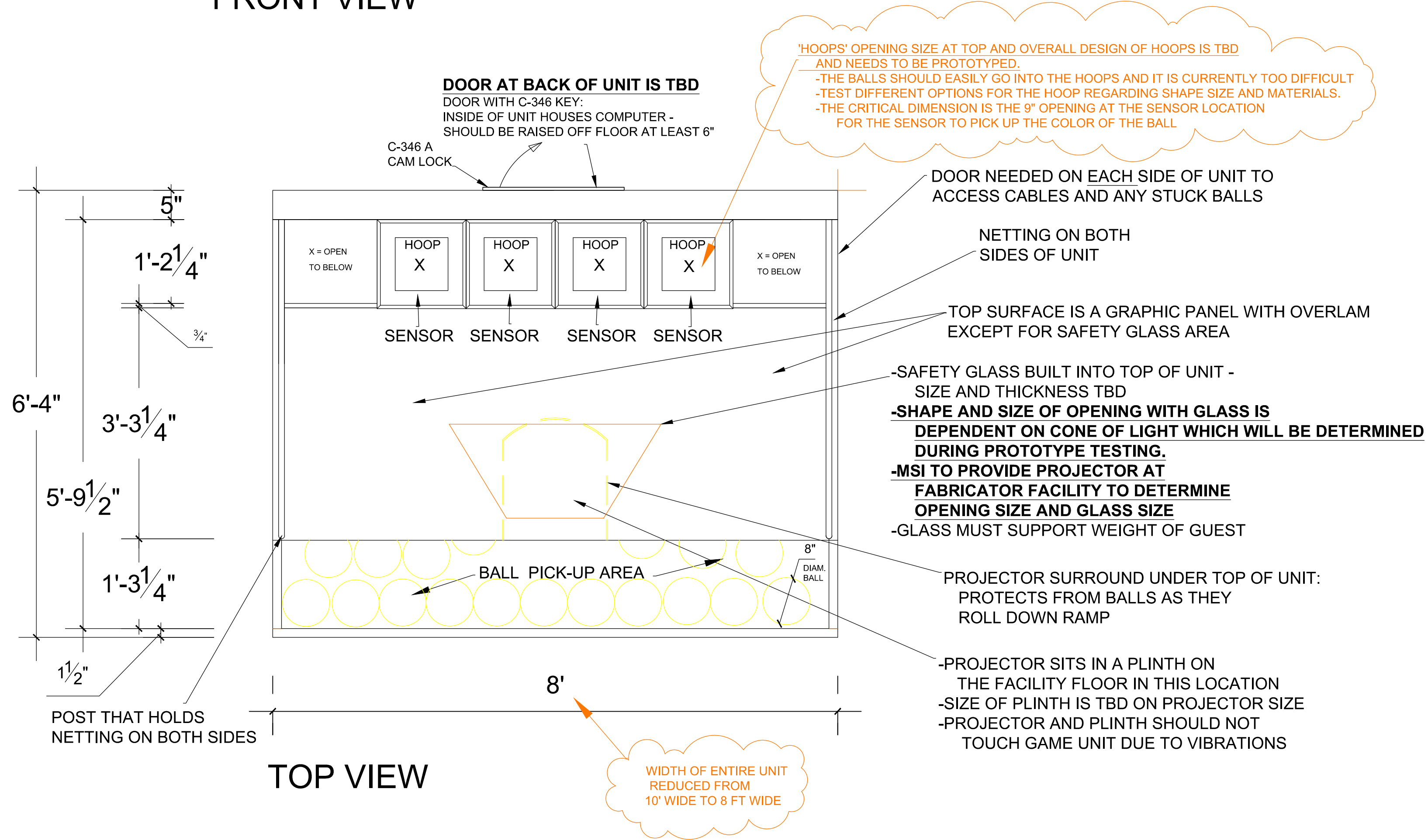


NOTE: REVISED: 3.4.2020

DESCRIPTION OF GAME: GUESTS TAKE 8" DIAMETER BALLS FROM BALL GRAB AREA AND THROW THEM INTO 4 HOOPS. ONE SENSOR PER HOOP COLLECTS BALL COLOR DATA WHICH GOES TO COMPUTER TO PROJECTOR. A PROJECTOR DISPLAYS THE BALLS ONTO THE 'WALL'. BALLS RETURN TO THE GUESTS THROUGH RAMPED INTERIOR OF UNIT. PROJECTOR LOCATED UNDERNEATH THE UNIT AND THE CONE OF LIGHT PROJECTS UP THROUGH PROTECTIVE SAFETY GLASS:

- RE: 'HOOPS' - SEE REVISION NOTE ABOUT DESIGNING A 'HOOPS' SOLUTION THAT ALLOWS THE BALLS TO GO INTO THE HOOPS MUCH EASIER THAN THE CURRENT WOOD DESIGN DRAWN. MSI PROTOTYPED WITH STAFF AND GUESTS AND THERE IS CURRENTLY TOO MUCH BALL BOUNCE BACK WITH EXISTING DESIGN. TEST A VARIETY OF MATERIALS FOR HOOPS AS WELL AS THE OVERALL SHAPE OF THE HOOP OPENINGS AT THE TOP. THE BOTTOM OF THE 'HOOPS' NEEDS TO ACCOMMODATE FOUR 9" OPENINGS THE OPENINGS AT THE BOTTOM OF THE 'HOOPS' NEEDS TO RETAIN THE CURRENT WIDTH DIMENSIONS THE UNIT ITSELF WAS REDUCED IN SIZE - SEE REVISION NOTES

- EACH HOOP OPENING AT BOTTOM OF 'HOOP' HAS A SENSOR
- EACH SENSOR TO BE ATTACHED INTO A PROTECTIVE ENCLOSURE THAT IS PROVIDED BY MSI
- SENSORS NEED POWER PATH THROUGH INTERIOR FRONT OF 'HOOP' TO BACK OF UNIT - PATH INSIDE OF HOOP -TBD
- MSI TO PROVIDE SENSORS - SENSOR: TCS34725 RGB SENSOR
- MSI TO PROVIDE CONTENT, CABLES, PROJECTOR, ARDUINO UNO TO PC: LOCATED INSIDE UNIT ABOVE FLOOR.
- SIZE OF DOORS ON SIDES AND BACK OF UNIT IS TBD. MSI TYPICAL KEY IS CAM LOCK: C346 A KEY
- PROVIDE 1 3/4" DIAM POWER PATH OPENING W/ GASKET AT BASE OF UNIT AT RIGHT AND LEFT SIDE, AND AT TOP
- FILL, SAND, PRIME PAINT WITH BEN MOORE SATIN SHEEN - LEVEL 5 FINISH. BASE IS A 2ND COLOR. PAINT COLORS TBD
- GRAPHICS WITH OVERLAM AT NOTATED
- THERE IS A PRINTED GRAPHIC FABRIC PANEL BEHIND AND ABOVE HOOP AREA.
- PADDING IS LOCATED BEHIND THE PRINTED GRAPHIC FABRIC PANEL - MATERIAL TBD - SHOULD DETER BOUNCE
- MSI TO SPECIFY BALLS. FABRICATOR TO PROVIDE 32 BALLS AT APPROXIMATELY 8" DIAMETER
- THERE ARE 4 BALL COLORS. AT THIS TIME WE NEED 8 BALLS OF EACH COLOR
- EACH BALL NEEDS MULTIPLE ICONS PRINTED OR PAINTED ONTO IT TO ASSIST PLAYERS THAT ARE COLOR BLIND. FABRICATOR TO PRINT OR PAINT MULTIPLE ICONS ON BALLS - ICONS TBD
- AREA ABOVE UNIT (BACK AND BOTH SIDES) WILL BE A BLACK NETTING. RECOMMEND/ PROVIDE BEST MATERIAL
- A SHORT THROW PROJECTOR WILL SIT ON PLINTH WITHIN / BELOW THE UNIT - PROVIDE POWER PATH
- SAFETY GLASS NEEDED ON UNIT AT PROJECTOR CONE OF LIGHT - SIZE AND THICKNESS OF GLASS IS TBD AND WILL BE DETERMINED WITH PROTOTYPING THE WIDTH OF PROJECTION ON VERTICAL 'WALL'
- SOME PROTOTYPING FOR PLACEMENT OF TECH ITEMS WILL BE REQUIRED WITH MSI AND FABRICATOR
- COORDINATION BETWEEN FABRICATOR AND MSI WILL BE NEEDED TO LOCK- IN SENSOR LOCATIONS AND WIRE CABLE MANAGEMENT AT FABRICATOR FACILITY
- FABRICATE ONE HOOP WITH ATTACHED SENSOR, AT ACCURATE HEIGHT, WITH PADDED FABRIC BACKBOARD FOR PROTOTYPE TEST



REVISED: 3.4.2020