

functions of brainwave headset

- There is 3 functions
 - **Attention / Focus**
 - It follows your brains in work (Example: Calculating math or staring at something)
 - **Meditation / Relaxation**
 - It measures your brains when you relax (Example: Relaxing muscles, closing eyes)
 - **Blink**
 - It follows when or how you blink your eyes.

Unity3D



- **Unity**

- is a cross-platform game creation system developed by Unity Technologies, including a game engine and integrated development environment (IDE)
- used to develop video games for web plugins, desktop platforms, consoles and mobile devices

- **Announced**

- only for Mac OS at Apple's Worldwide Developers Conference in 2005
- it has since been extended to target more than fifteen platforms:
 - Windows phone 8, Windows, OS X, Linux, Android, iOS, Unity Web Player, Adobe Flash, Playstation 3 & 4, Playstation vita, Xbox 360 & One, Wii & Wii U

Introduction of the game

We ended up making a classic space shooter with bit of twist.

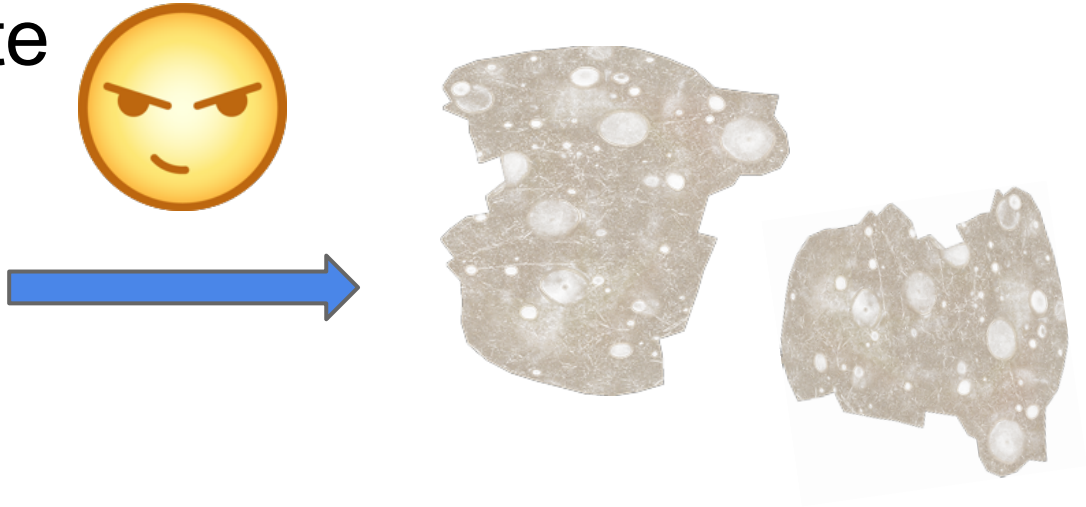
Space shooter is game where you control space ship and try dodge or shoot asteroids.

In our game we use players attention and relaxation to control difficulty of game.

Rules

Attention:

this parameter/index increases asteroids
appearing rate



Rules

Meditation:

This parameter gives pause to asteroids and enemy ship spawning if it is high enough.

Rules

Score:

Player needs to survive as long as possible and more destroyed asteroids means better score.

