

# *Katamari Seigyo*

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\*Presenting



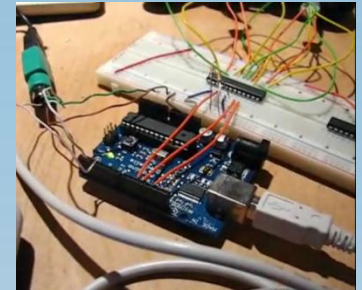
# *Project Concept*

- **Before:** Limited interaction with gaming console
- **After:** Console controller for a more interactive and immersive gaming experience
- Controller for the game “Katamari Damacy” and sequels\*
- Produced by Namco, praised by critics, sold 500,000 copies and maintained a steady flow of orders over two years \*
- Controller emulates Katamari
- Ball rests on ball bearings, full range of motion, 360 degrees of freedom
- Monitored by motion sensors and an Arduino

\* See appendix slide if you're unfamiliar

# Competitive Analysis

Model	Our Project	Katamari Ball Hack	Golden Tee Golf TV Plug and Play
<b>User Friendliness</b>	<ul style="list-style-type: none"> <li>Realistically imitates Katamari ball</li> <li>Intuitive to use</li> </ul>	<ul style="list-style-type: none"> <li>Requires user to hold mouse against ball</li> <li>Use one hand to roll ball</li> </ul>	<ul style="list-style-type: none"> <li>Portable lap game</li> </ul>
<b>Motion Detection</b>	3 axes, optical mouse	2 axes, optical mouse	Unknown
<b>Comprehensive Controls</b>	Yes	No	Yes
<b>Game System</b>	Wired PS2, Wired Xbox connections	Wired PS2 connection	TV AV
<b>For Katamari Games</b>	Yes	Yes	No
<b>Cost</b>	Cradle and hardware \$80, Ball price TBD	Not commercially available	\$30



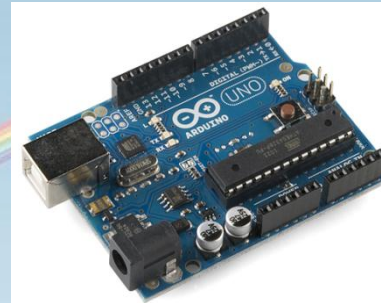
# *Requirements*

- 360 degrees rotation in any direction
- Fidelity to the game actions
- Wired PS2 connectivity
- Comprehensive game controls, including menu
- Physical stability of controller

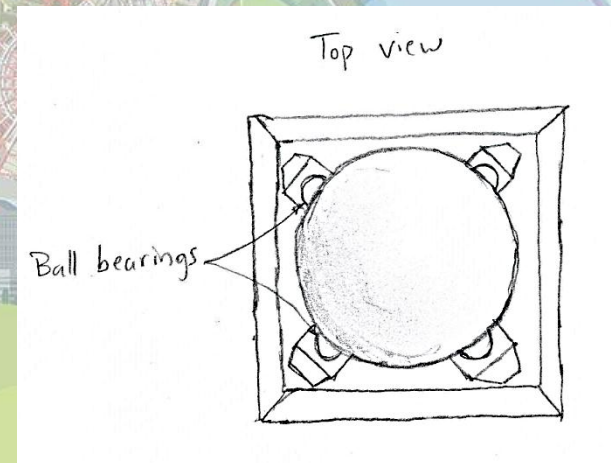
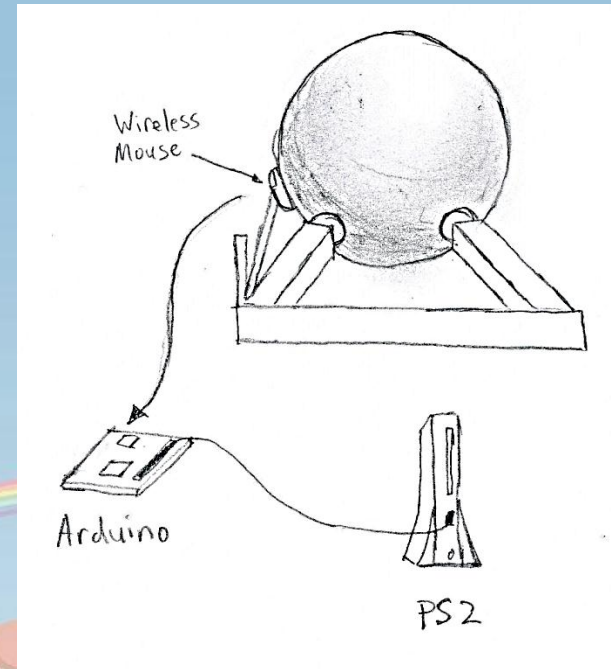


# *Technical Specifications*

- Katamari Ball
- Omnidirectional Ball bearings
- Optical Mouse
- P/S2 converter
- Cradle mechanism
- PS2 controller
- Arduino Uno (16 MHz)
- PS2



# Architecture



# *Risks and Mitigations*

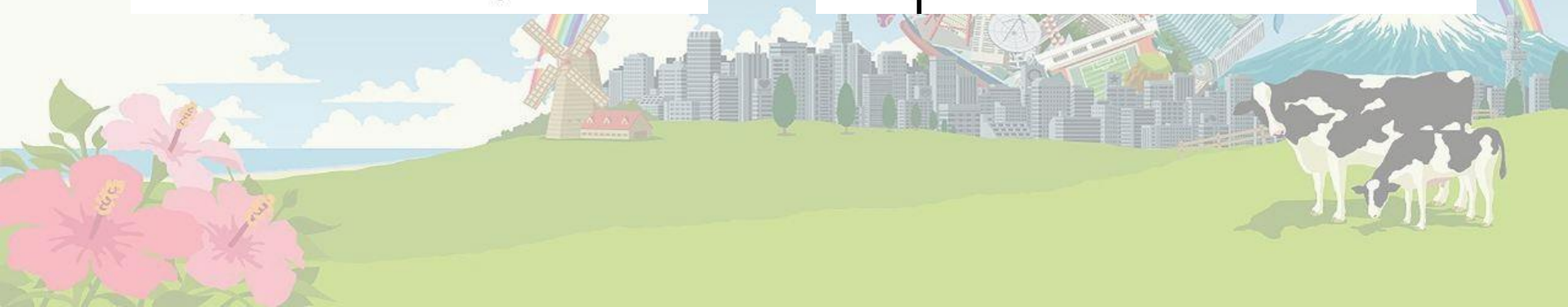
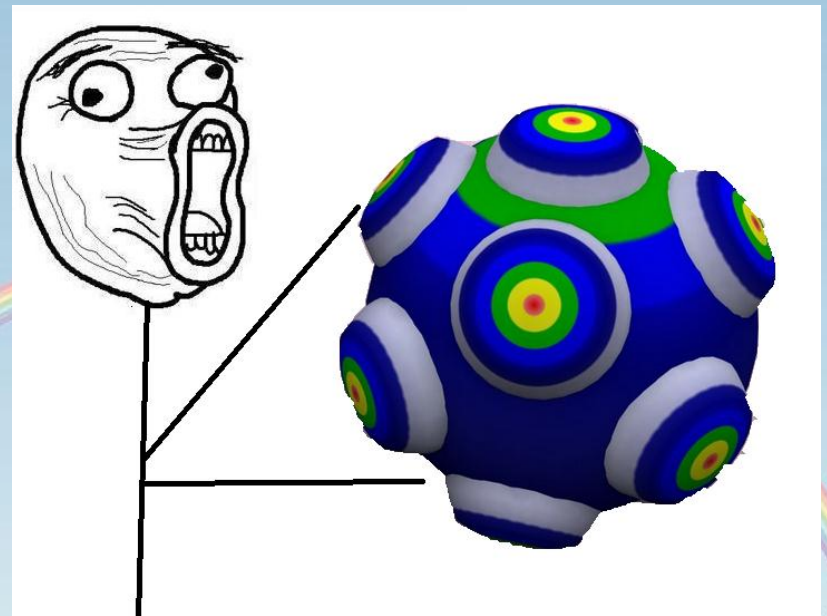
<b>Risks</b>	<b>Mitigations</b>
One optical mouse cannot detect full range of motion	Change placement of mouse in relation to ball or use two mice
3D rotation implementation	Simpler 2D rotation
Ball falls out of cradle with use	Increase the weight of ball or alter height of the cradle
Large ball could be difficult to roll	Use smaller ball
Friction between ball and bearings makes use difficult	Change type of ball used
Difficulty emulating PS2 controller protocol	Hack into a PS2 controller directly
Cradle tipping over with use	Increase weight of base
Ball deforms against bearings and impedes motion	Use a different ball

# Questions?

Before



After





# Appendix

- 2004 Japan Good Design Award, featured TIME magazine best games of the year edition, "Excellence in Game Design" 2005 Game Developers Choice Awards
- Versions for PS2, PS3, PSP, PS Vita, Xbox 360, Nintendo Dsi, Ipad, and smart phones
- <http://www.gamespot.com/news/katamari-rolls-up-half-a-million-sales-in-japan-6142530>



Katamari approaches a parking lot- two cars parked on the left, one van on the right



Katamari picks up two cars parked on the left



Katamari then picks up van that was parked on the right