

GUEST SPEAKER So we built a game. It's a baseball game, so you have control over this bat using a
1: potentiometer, and it swings. Use it to hit the ball.

GUEST SPEAKER So this ball, it's really irregular because it's just made of tape. But ideally, you'd have an actual
2: sphere.

GUEST SPEAKER And-- oops-- and that's a strike.
1:

GUEST SPEAKER Strike. And then it comes out of a bar or two which can't see. But both the home run and a
2: strike will empty out into this chute down here below the table.

GUEST SPEAKER Oh, it went a little too far down.
3:

GUEST SPEAKER It's all good.
2:

GUEST SPEAKER Which spin was it?
3:

GUEST SPEAKER Oh, yeah. OK, if you get a home run-- go ahead. It's a very difficult game.
1:

GUEST SPEAKER Yes.
3:

[LAUGHING]

GUEST SPEAKER Woo! We got a home run.
1:

GUEST SPEAKER And then there's a tap sensor here. So she scored a home run and it displays one. And now
3: it's displaying much more than that.

GUEST SPEAKER So where's it-- it's a prototype.
2:

GUEST SPEAKER Yeah.

1:

GUEST SPEAKER Activate LEDs the first time. But the models were really unreliable, because just by moving the bread board it would activate and deactivate. And by moving the buttons, it would turn on and off the LEDs. Or not turn the LEDs, even if the button was pressed. So that was really hard, and that's why we switched to the [INAUDIBLE].