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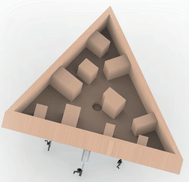
BE GA ME



Innovative boardgame which makes use of Stewart-Gough principles

Basics

Original labyrinth games felt dull to us - there was nothing new in them. We wanted to take the next step to the future and bring this old classic to the modern days. Therefore we proudly present BEGAME - a game that definitely is not your original ball game.

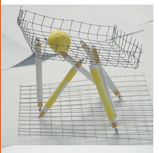
BEGAME is a modern version of your childhood's beloved ball game. We based our project on Stewart-Gough platform, but also nowadays' demand for design. There were difficulties with combining pistons to wooden textures, but we managed to succeed, taken this problem account, after finding suitable joints.

Our aim was to have innovation and needed technology to achieve the wanted result - and merge them together. This gave us our final product, but also elegant outlook.

GROUP 10

Beginning

Idea for the product came from one of the course assignment where we build Stewart-Gough style platform, and from excess tape we had wrapped into a ball.

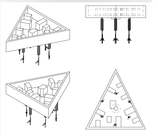


Process

After the assingments we started to plan our game system. With the usage of 3d modeling and our crude structure made before, we started to 3d print needed parts and to manufacture the platform.

After

Current hand powered mechanisms to adjust the platform, could be changed into electronical. Electronical pistons could then be adjusted with controller.



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Parts

1 Wooden platform with labyrinth

6 3D-printed adjustable legs

1 Base platform

1 Marble ball

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