

Grip & Win

Hardware Graduation Project

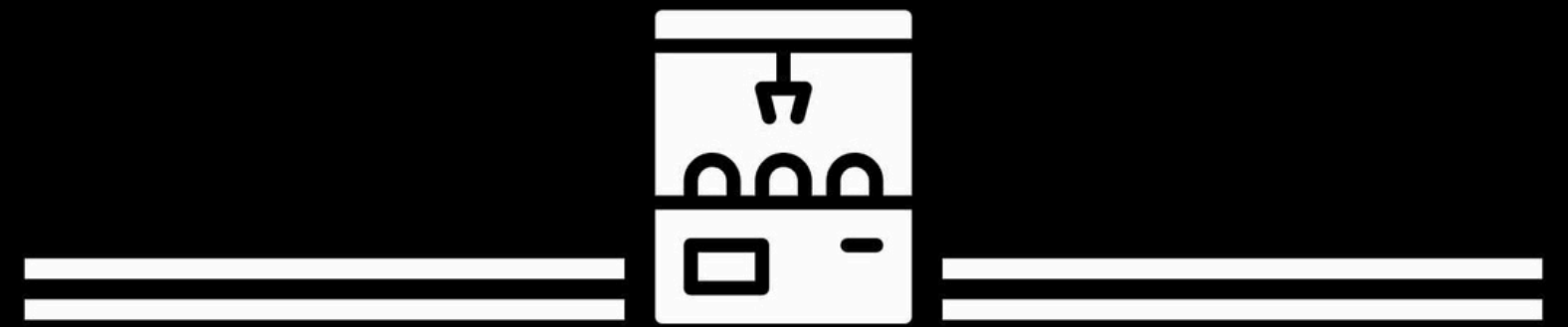
Students:

Dya'a Derieh

Shorooq Sousa

Supervisor:

Dr. Sufyan Samara



Grip And Win

Outlines

▶	Main Idea	01
▶	Motivations	02
▶	Features	03
▶	Comppnents	04
▶	Constraints	05
▶	Future Work	06



Main Idea

Our project is a claw machine which is an enjoyable vending machine found in arcades, malls, and movie theaters. It presents a time-based challenge where players control their gameplay duration and aim to win items within that time frame. In this project we aimed to take the game to a new level so we works on add new features that make Improvement on user and owner experience.

Motivations

01

Trying to enhance user game experience to achieve the highest level of user satisfaction and the highest profit.

02

The challenge of building a claw machine with more Facilitating the use of the machine and giving the user several options to apply more flexibility..

03

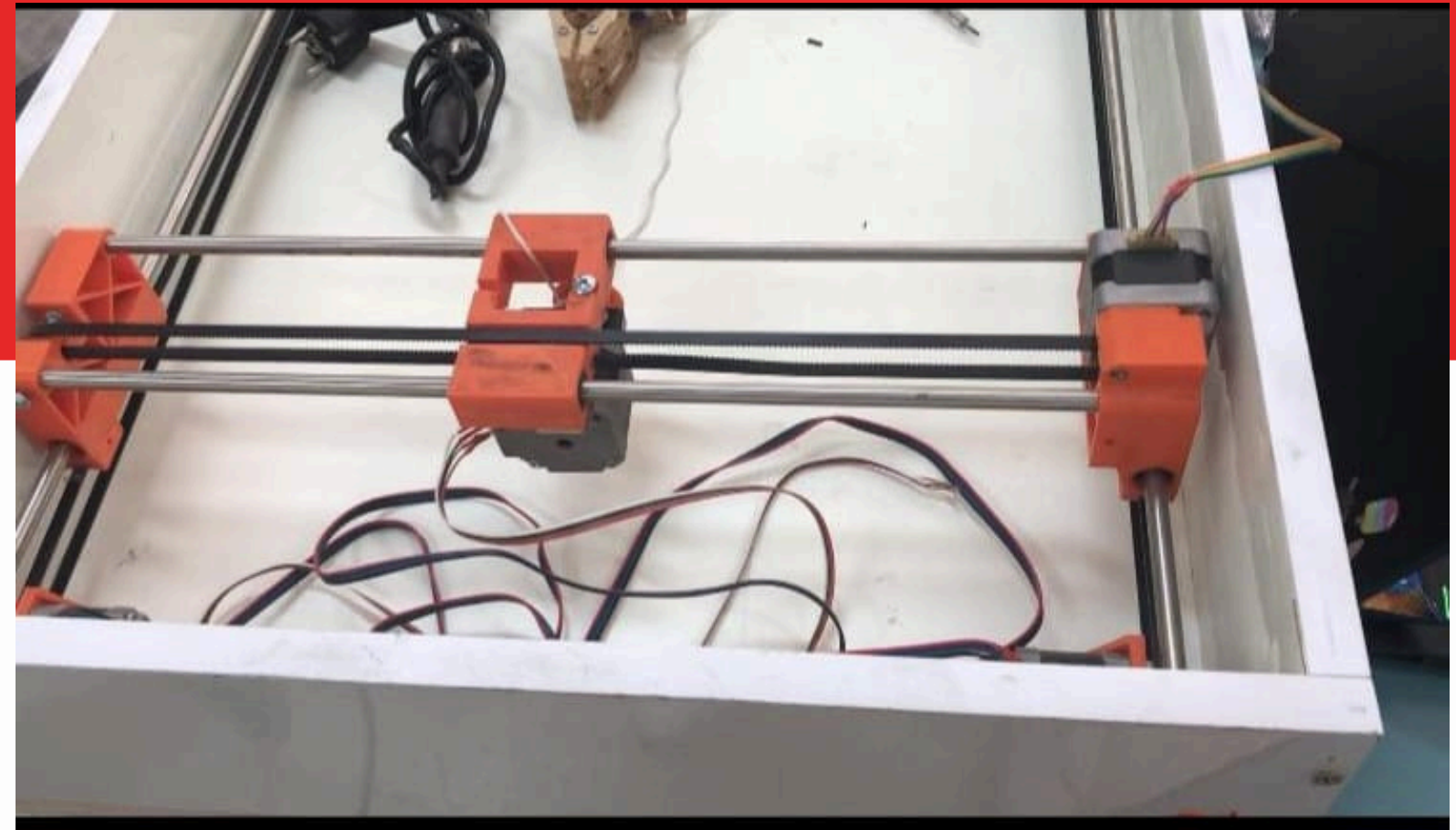
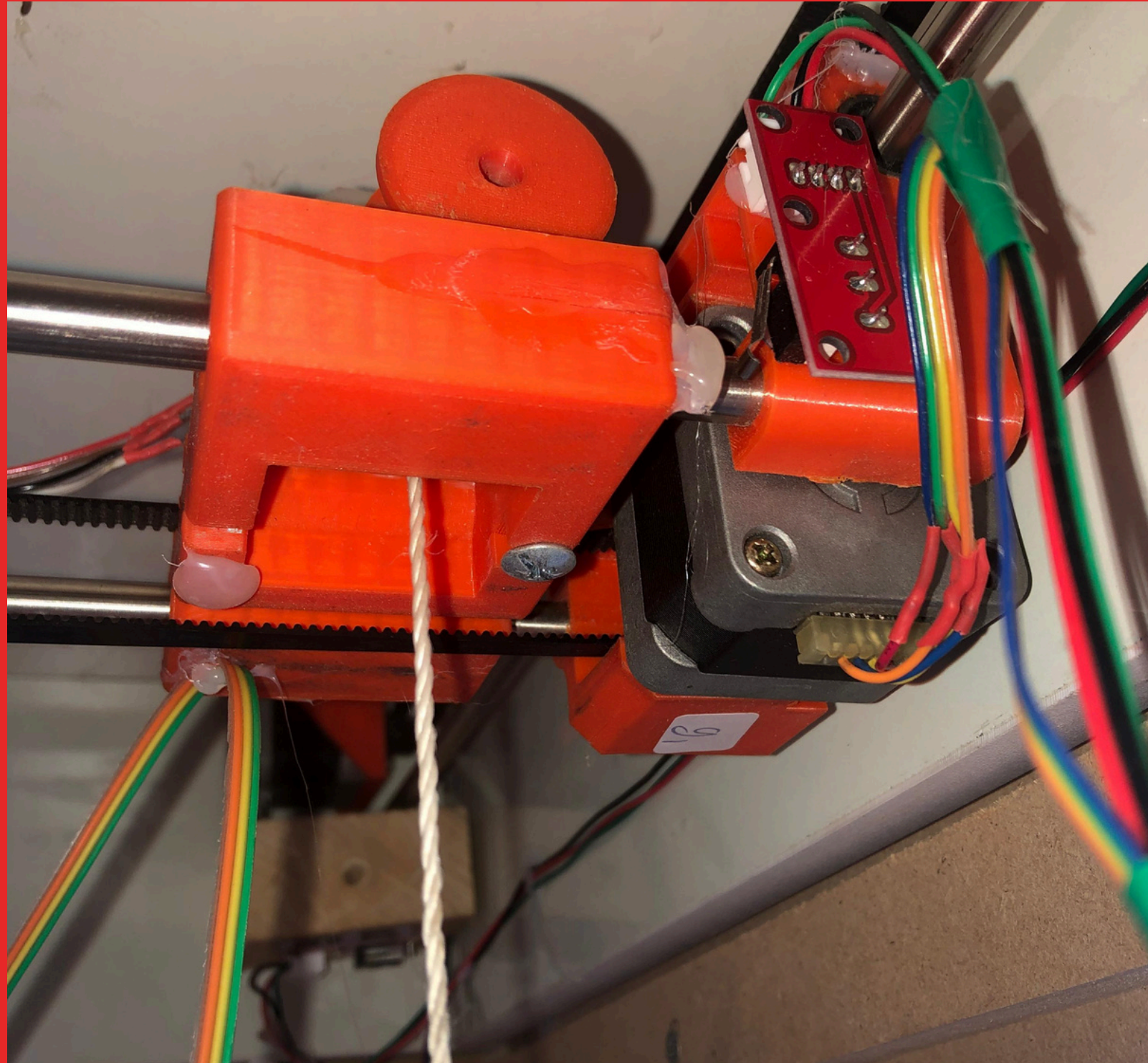
Applying remote monitoring and control for the machine owner in a way that ensures privacy and security.

Features

Feature 01

applying flexibility for user experience by: The machine will provide change for ten or five shekels, but if two shekels are inserted, no change will be given since the game operates using two shekels.

Components

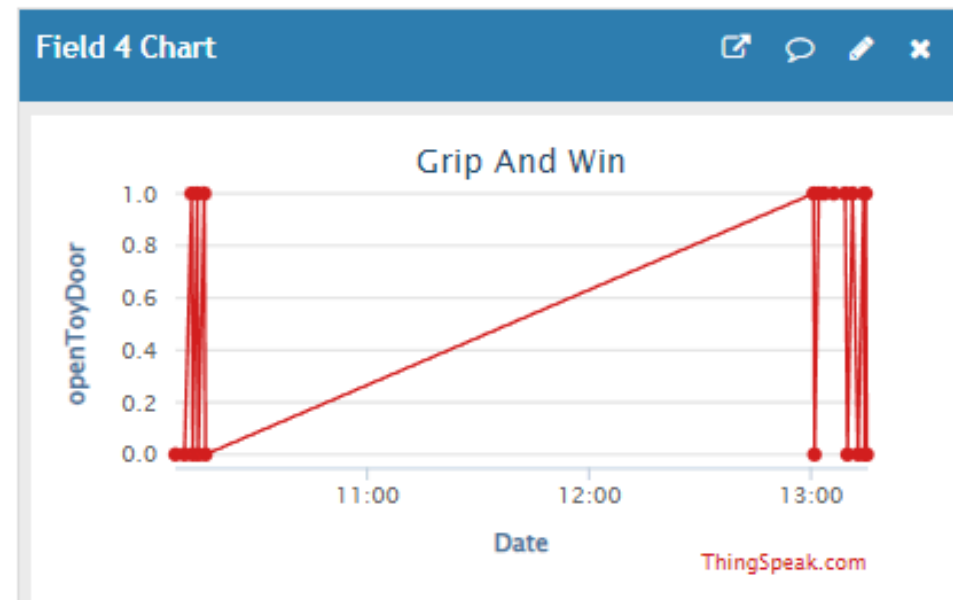
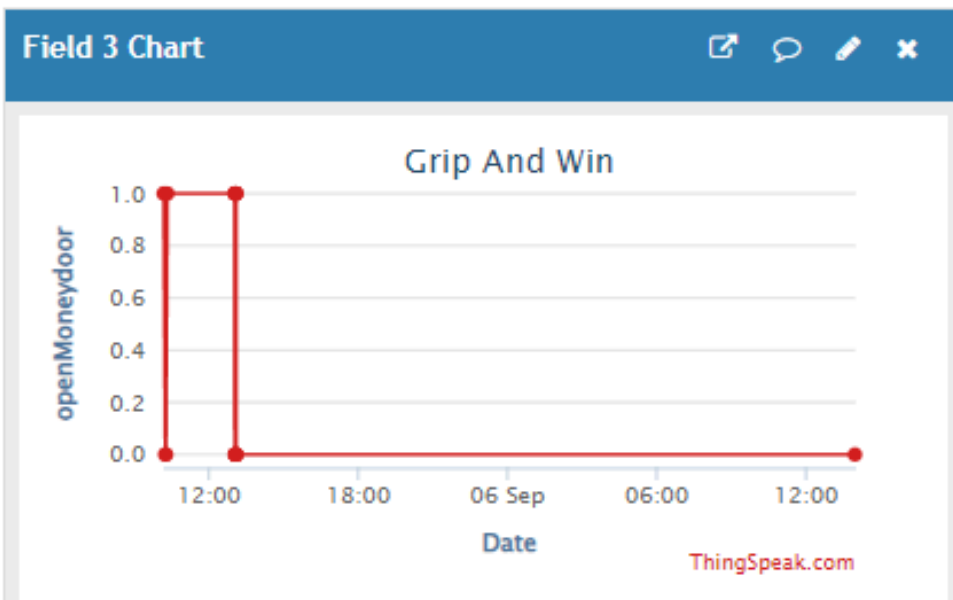
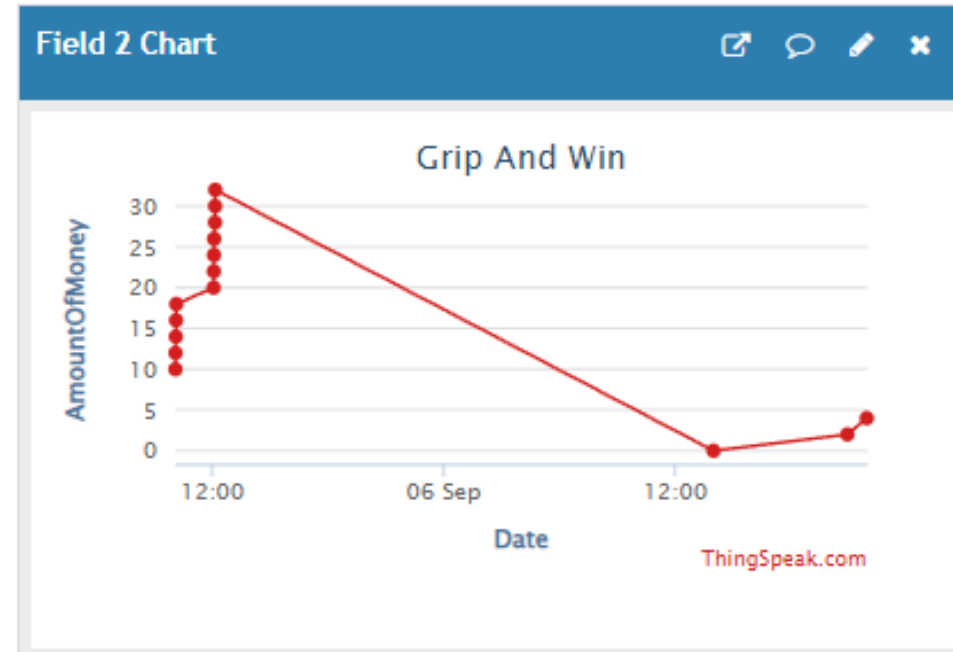
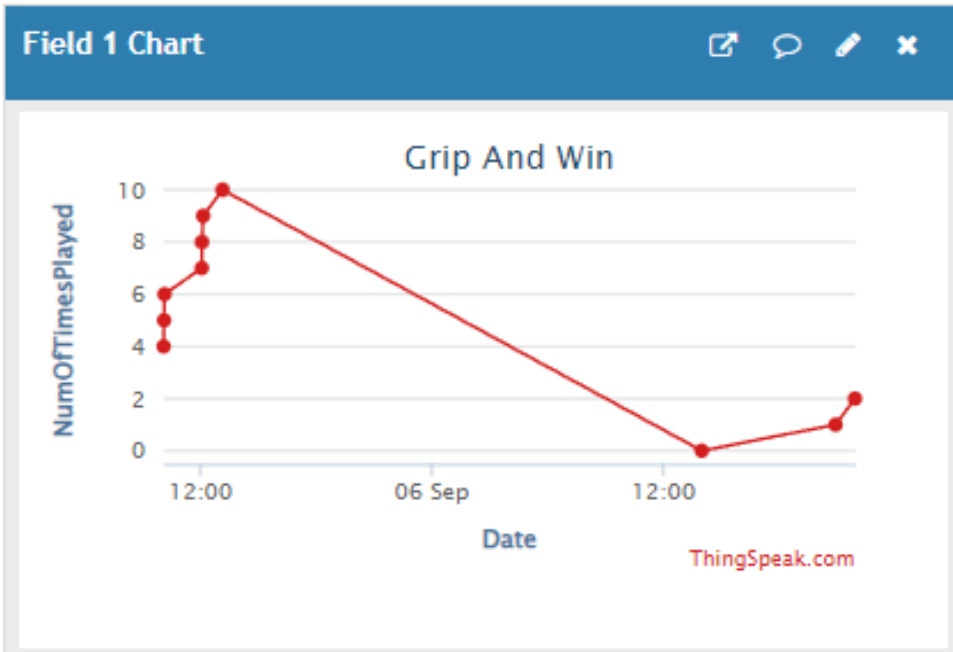


Features

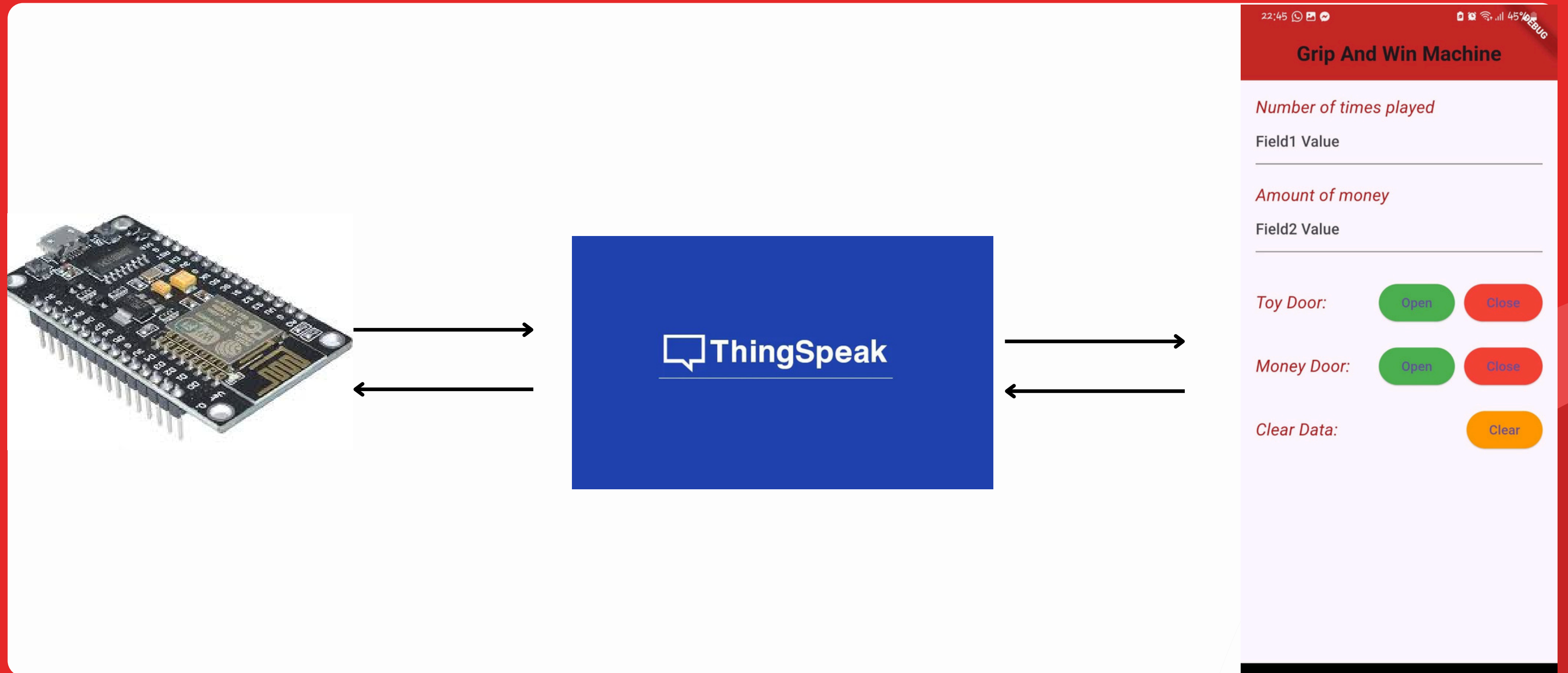
Feature 02

Empower the machine owner to monitor and control certain features of the machine and track user interactions through Internet of Things (IoT) cloud storage(ThingSpeak) By using mobile applications which enables remote control of some parts of the game while ensuring privacy and security.

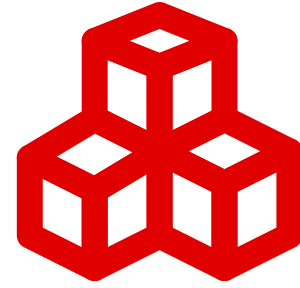
Components



Components



Constraints



Size

also the size of the machine is not the same as in real life because this is just a representative example of the real game with more options and features.



Price

due to the limited budget we had and since the project actually was a bit on the pricy side, we chose to make the machine from wood so the final machine was not an actual product like we see in real life.

Future Work



Monotoring

make owner able to see and monitoring if there is anyone plays on the machine and if there is enough toys at the machine or not



Playiing By Mobile App

make user able to play and when by using mobile app with specific process interactions



Sounds and lights

adding sound and lights systems interact with what user entered and the game conditions

THANK YOU!

