

# THE Mak JOURN EY

It's time to make your own journey. Four teams designing the most challenging adventure. Four worlds full of obstacles and dangers. Choose your partner and try to collect all the objects before reaching the goal. And remember, stepping out of the path might be very dangerous...

## 1

### BASIC CONFIGURATION

- A laptop or any other computer with good speakers  
*(Internet connection is required to run the Scratch game)*
- Lots of tin foil.
- Rolls of tape (of different colors if possible)
- Wires and alligator clips
- Makey Makey

## 2

### SETUP

The idea is fairly simple. Make two different paths with the tin foil. Tape them over the floor. Be sure they don't touch each other. Connect one to ground and other to any key in the Makey Makey. Two players. Each one walks barefoot over one path, but holding their hands. If the connection is lost an alarm sounds on the computer.

Steps to build a tin foiled path:



*1 - Extend a piece of tin foil*



*2 - Cut it in two pieces*



*3 - Fold them horizontally*



*4 - Tape them on the floor*

Connect as many pieces as you want and put obstacles over the paths to increase difficulty.



Note the wires on each path that are connected to ground and any key in the Makey Makey.

This is the most basic configuration. But, where is the fun??

### 3

## DIVIDE AND CONQUER

Now think bigger. Make 4 teams and leave them building their own circuits. One per team. Some indications:

- Use a different color tape per team.
- Start each circuit close to the end of the previous one (consider a distance of one step).
- The paths can't touch other paths.
- Wire each path to Makey Makey (ground and any arrow key).
- Put obstacles over the paths.

# 4

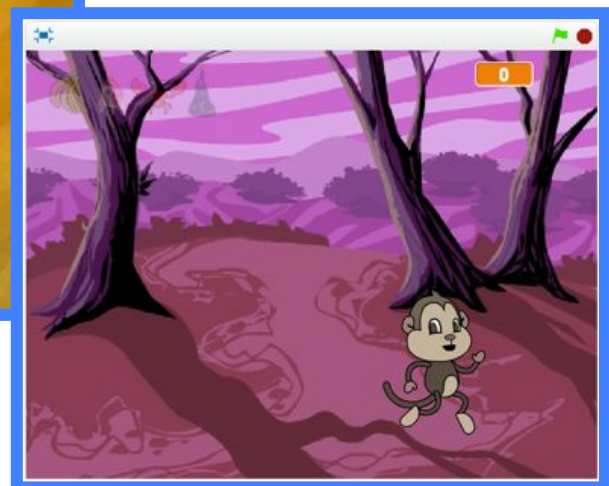
## THE GAME

Access to:

<http://scratch.mit.edu/projects/11802069/>



Each arrow represents one of the 4 circuits and the game starts when pressing any of them. TURN THE SPEAKERS ON!



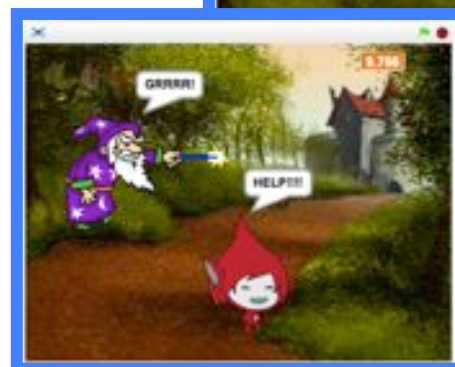
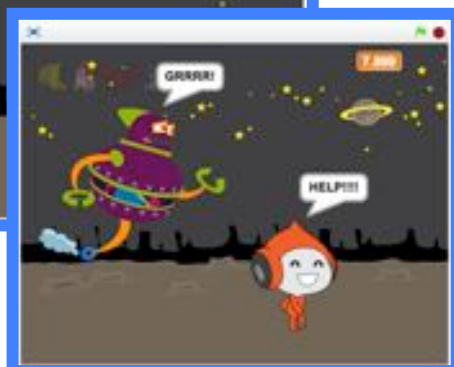
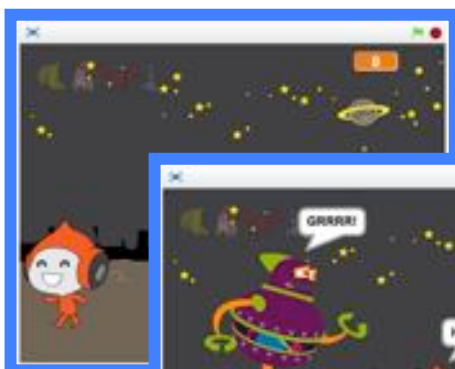
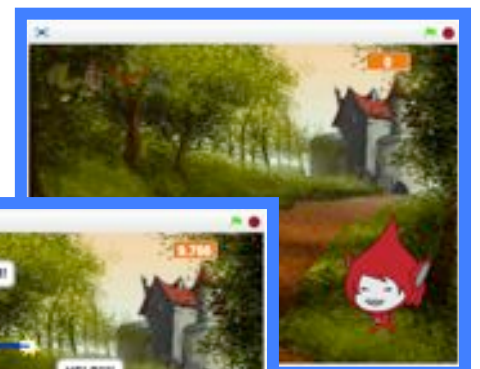
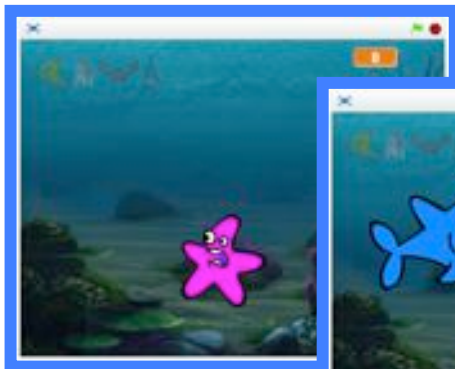
But be careful! If you step out of the path or lose connection with you partner then:



The timer will start running until the connection is reestablished.

*Don't cheat and come back to the same point in the path!*

And when the players enter into a new circuit...





Note that when changing from a circuit to other the players should first stay over both of them (for instance with a foot in each one, this one apply for the player that is not over the grounded path) before moving completely to the new circuit.

### Collecting objects



Each circuit has an associated object. Only when all four have been collected the game finishes.

Wire four different conductive objects to Makey Makey (a, w, s, d). During the journey the players must touch them. Note that each object belongs to a specific circuit (see start page for correspondence).

### Finishing the game

Collect the four objects and the game will automatically finish. Write your time down, the shorter the better!

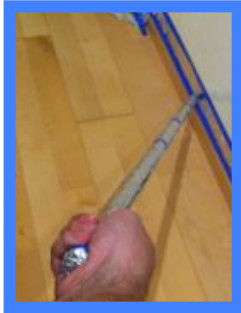
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## EXPAND YOUR WORLD

Tired of just walking over tin foils? Enhance your journey!

- Place paths over the wall





- Wrap useful tools with tin foil  
(like a broomstick)

- Put common obstacles over all the circuit
- Hang wires on the ceiling as part of the path
- Wire different pieces of tin foil from the same path so the players will need to jump
- Try to make harder for the players to stay together
- Use buckets with water
- Players might be not allowed to grab their hands so they need to use objects instead (ball wrapped in tin foil is really funny!)

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**HAVE FUN!**

This is not a competition. The objective is just having fun building and walking the circuits!

However, for all those who still need to compete: take into account that the players just lose time if they step out the path, no matter how much time they spend collecting all the objects.

Consider the agility of the players and adapt the circuit for all of them. Make it accessible. There is always a way to do it. Just use your imagination.

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## TROUBLESHOOTING

Large paths might cause connectivity problems with the Makey Makey. Try to place it in the middle of the circuit and build the paths around, that way the length of the wires is reduced.

You might want to wire the same key more than once along the path to improve connectivity.

**Have a good  
journey!**