

# ColorQuest for the Brainmaster

ColorQuest is a new EEG bio-feedback game from Brainmaster Technologies. Through meeting the preset conditions, the user controls the movement of one of six different blimps, ultimately restoring color to a black-and-white user-interface.



**1. Your Blimp:** Once a blimp has launched, the user will cause it to move every time its green progress bar fills up. When the blimp moves, it will move in the direction of the colorful ring (its accuracy will be dependent on user feedback). When the blimp hits the ring, it will change color. After ten hits, the blimp will 'spin out', causing it to disappear, restoring color to the game screen. There are six blimps in total.

**2. Launch Pad:** When there is no blimp on-screen, the user must fill the green progress bar in the top-left corner (see below). Once this happens, a new blimp will launch from the Launch Pad. Also, the pink lights on the Launch Pad will illuminate when the user meets the requisite feedback conditions.

**3. Colorful Ring:** This ring is the target of the blimp – when the blimp hits it, the blimp will change color. Also, the ring will spin when the user meets the required feedback conditions.

**4. Progress Bars:** These progress bars measure the overall feedback of the user. The 'rainbow' feedback bar, on the left, displays the user's relative feedback for the last 3 seconds – a full bar means the user has met conditions 100% for the last 3 seconds, a half-bar means the user has met conditions 50% for the last 3 seconds, etc. The green progress bar, on the right, accumulates over time. If the user does not meet required conditions, the green progress bar will begin to descend. Filling the green progress bar once corresponds to 3 seconds of 100% feedback. Not meeting feedback penalizes the bar  $\frac{3}{10}$  the value of meeting feedback – meaning, at 70% feedback, the green progress bar should take about 5 seconds to fill.

**5. Trophy Blimps:** As your blimp continually hits the Colorful Ring, three miniature models of your blimp will begin to make themselves visible, floating about in the background. They are purely aesthetic, and represent a visual reward for the user's hard work.

**6. Progress Panel:** The Progress Panel has six blimp-shaped outlines – as the user 'completes' each of the six blimps, the blimp-shaped outline will be filled in with a gold blimp 'token'. This panel lets the user know how many blimps are left before the game is finished, as well as representing a visual reward for the user.