

GHOSTLY

(with sEMG)

QUICK START GUIDE



ETRO
ELECTRONICS &
INFORMATICS

Ghostly is a platformer game inspired by the old-school games.

The goal in each level is to help the main character to reach the EXIT sign by controlling his actions - jumping and shooting.

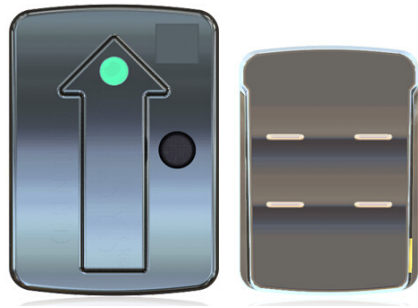
Along the path the character needs to jump on platforms to collect the coins and to avoid or shoot the enemies.

The game is intended to be used as a tool in game-based rehabilitation of motor and neuro-muscular disorders.

The **Ghostly** game was developed by Prof. Bart Jansen and his team - Lubos Omelina and Katarina Kostkova from ETRO Department of the Vrije Universiteit Brussel.

Sensor placement

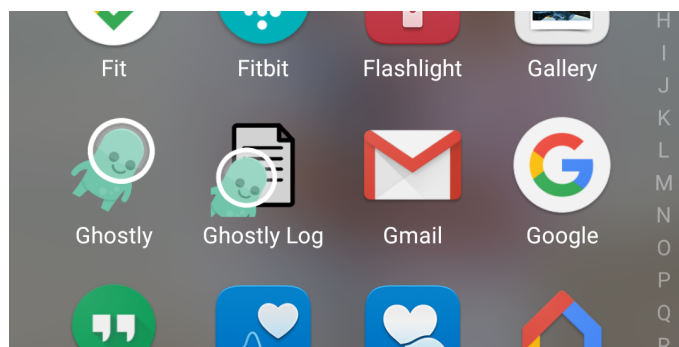
1. Turn on your sEMG sensors and do all needed setup.



2. Place the sensors on the muscles.

Settings & Calibration

3. Start the Ghostly game.

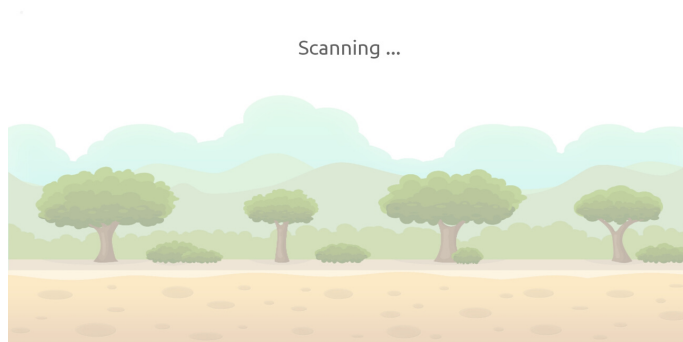


4. Choose EMG as a way to control the game.

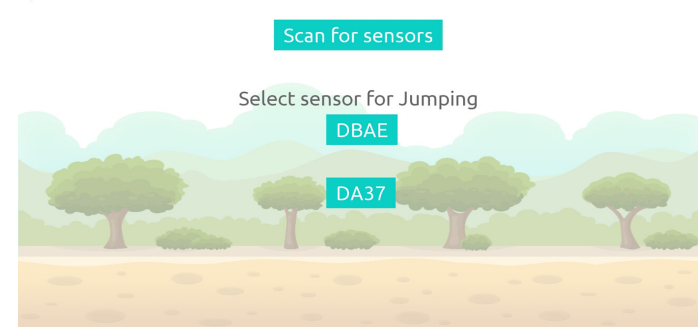


Settings & Calibration

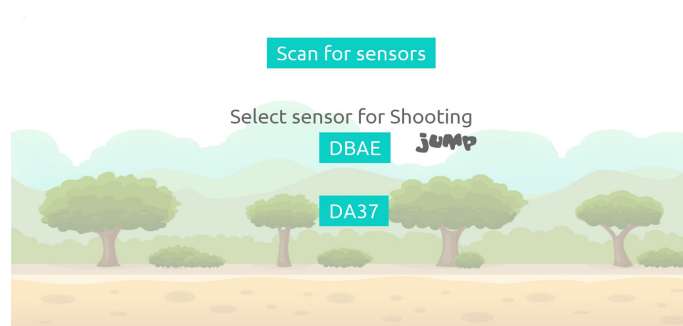
5. Wait until the application is scanning for the sensors.



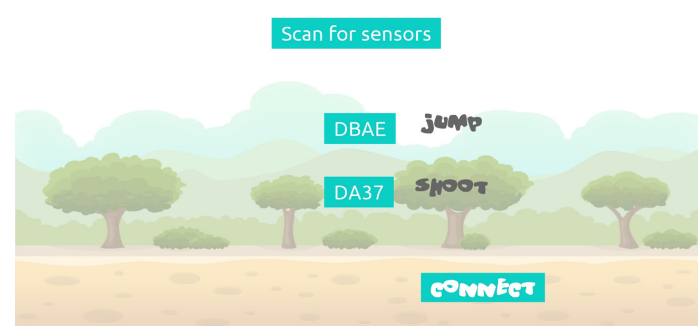
6. Choose which sensor controls jumping, by clicking on the sensor name.



7. Choose which sensor controls shooting, by clicking on the sensor name.

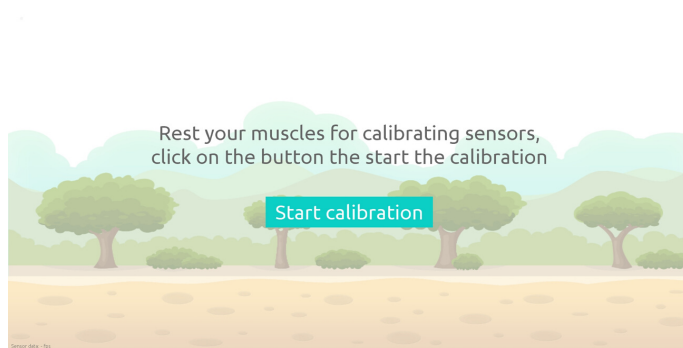


8. After choosing which sensor controls what action, tap on the "CONNECT" button.



Level Selection & Play

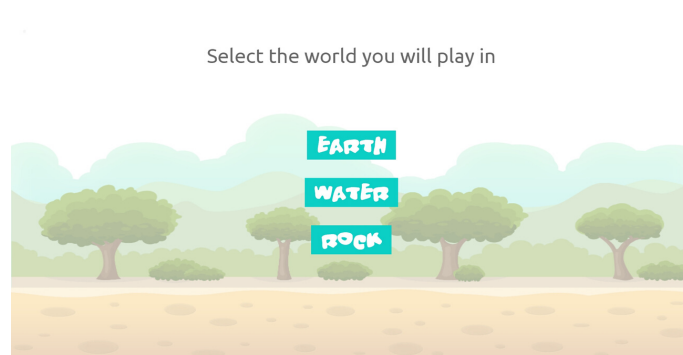
9. Start the sensor calibration by clicking on the button to start the calibration. You need to relax your muscles during calibration.



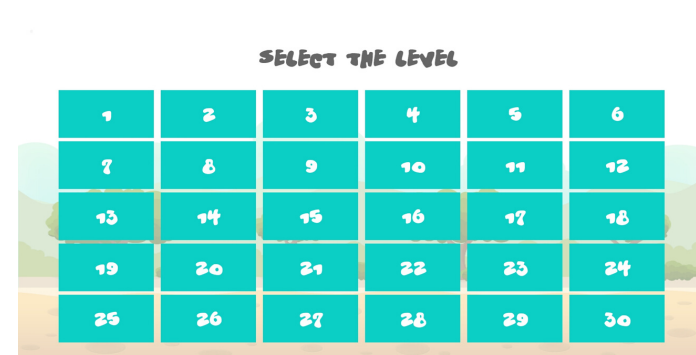
10. To start the game, click on "START GAME" button.



11. Choose world you want to enter by clicking on it's name - Earth, Water, or Rock.

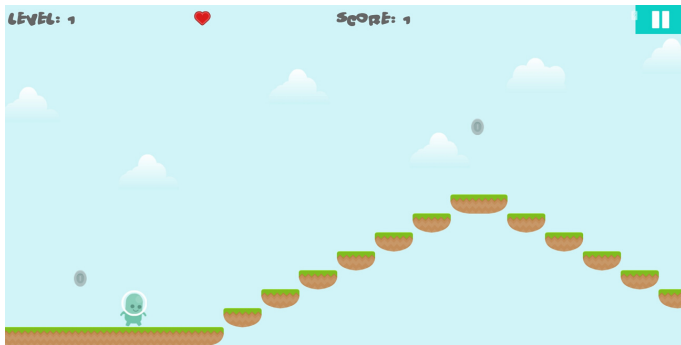


12. Choose the level you want to play.



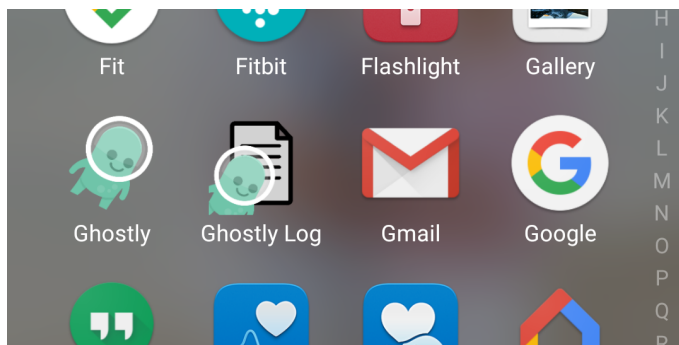
Level Selection & Play

13. Control the character in the game with your muscles.



Game Data Browsing

14. Start the "Ghostly Log" application.



15. Browse the recorded files.

