

~ Shape ~
↳ It's looks like client's eyebrow!!

~ design ~
↳ This remote control's design is same as client's clothes..

~ material ~
↳ Hard plastic, so it's not broken!

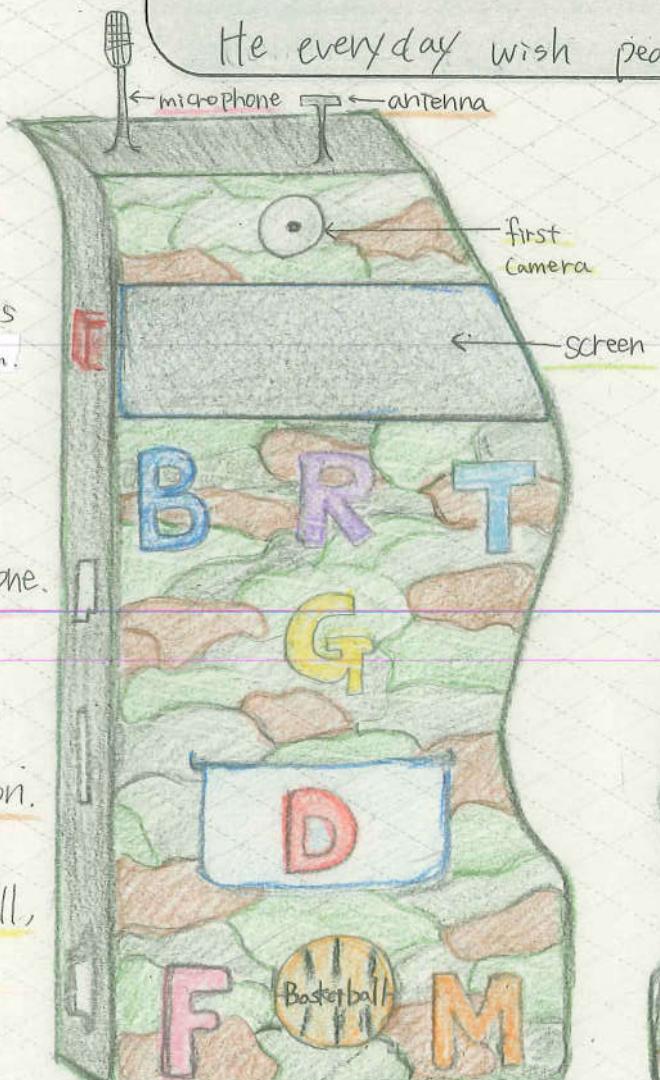
~ Size ~
↳ Small. About length is 10cm, width is 5cm.

~ microphone ~
↳ If he can't uses his hands, he can say anything for microphone.

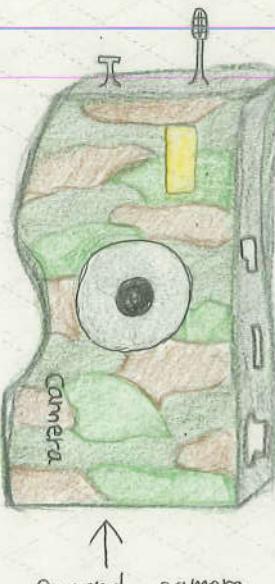
~ antenna ~
↳ This antenna surch where enemies stay and many information.

~ first camera ~
↳ If client do video call, he can shoot face.

~ Screen ~
↳ This screen reflect picture, map information and so on.



~ second camera ~
↳ It's single lens reflex. He can takes beautiful picture.



CLIENT PROFILE

My client's gender is man. He is 31 years old. He has family. He has one wife and two dogs children. He was a basketball player, so he likes basketball. And he likes camera, too. He always taking picture, but it's difficult for him because his camera's lens is broken. He dislikes fighting in battle field. His characteristic is eyebrow and camera's tattoo. He has heavy good eyebrow.
He everyday wish peaceful world.

PRODUCT DESCRIPTION

My client doesn't want to die on the battlefield, so I put a lot of items to protect him. He lives in a place surrounded by a high fence, so he can't easily meet his family. So, I put microphone and screen, then he can do video call with his family.

Pushing button is very easy, so all functions can do only, pushing button.

CLIENT

Soldire

PRODUCT NAME

MAYURIMO

DESIGNER

DESIGNER ID

~ about the button ~

B <Barrier button. When he is attracted by enemy, the button pushed, then a barrier protect him. >

R <Run button. When he wants to escape from the battlefield, he can escape as soon as he push this button. >

T <Tank button. If he doesn't want to fight, he push the button, then he can fight from the tank. >

G <GPS button. He can know about where enemy stay. >

D <Dangerous button. When he push this button, he can kill enemy and protect his friend. >

F <Family button. If he want to meet his family, he push the button, then he can meet family only an hour. >

M <Menu button. When he hungry, push this button, then he can choose his favorite food and eat it. >

basketball <Basketball button. He likes basketball, so when he wants to play basketball, he can do it at any time. >