

ECSE 426 Final Project Abstract

Objective

Build a game similar to rock-paper-scissors on two iNemo boards.

Details

Gestures executed on the board will represent the three items of the game (rock, paper or scissors). Two players will each be holding a board and will perform their gesture after a synchronization step. This step could be three vertical translations executed simultaneously (as in the usual game), or any other scheme that would allow the boards to understand that a game is about to begin. After the players execute their moves, the boards will communicate and decide on a winning board and light up its LED.

Task Division

The initial work has been divided into two tasks that will be carried out in parallel. The first consists of configuring the RF transceiver for communication between the two boards. The other task is to clearly define the three game gestures using sensor data.

Michael and Georgi will take on the first task, and Amjad and Akeel will be responsible for the second one. A deadline for these tasks has been set for Nov. 24, 2011.