

Giguesaur: Game Logic

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1 Introduction

Our vision for our completed GIGUESAUR application was allowing a classroom of children, each with their own iPad, to run around and solve a jigsaw puzzle together. Imagine a classroom full of kids where they are all trying to work on a single conventional jigsaw puzzle; such a scheme is in no way practical. The main goal of our project, besides all the design and technical subgoals, is simply to make a that is fun for children to play and work together.

1.1 Overview

The GIGUESAUR application development was divided into three different components. Joshua La Pine was in charge of developing the computer vision part of the project, which allows for the puzzle pieces to be rendered over top the 'game board' in the real world. Shahne Rodgers took charge of the networking component of the project, which was crucial in allowing more than one player to interact with the jigsaw puzzle. Finally my part of the project was to develop the game logic and render the game to the iPad's screen.

1.2 Background

1.3 Game Logic

As I stated previously, I was in charge of developing the game logic for the GIGUESAUR game.

2 Work Done

2.1 Start of Development

2.2 Port to iPad

2.3 Integration

3 Conclusion

4 References