CSN-254
Software Engineering
Progress Report

Group-4

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PROJECT ABSTRACT

The project entails developing a gaming application that enables smartphone-controlled multiplayer gameplay for BattleBlade: A fighting game on PC. By leveraging smartphones as controllers, users can seamlessly connect and interact with the game, eliminating the need for traditional hardware consoles and enhancing accessibility for casual gamers seeking immersive gaming experiences.

PROGRESS

- Basic features of game have been implemented. This includes character selection screen, connection screen, gameplay mechanics, animations and other graphical elements. Special abilities like special attack, healing, shield, etc. have been added for players to enjoy.

- On the other side, a server for establishing connection to mobile devices has been implemented through websockets and thoroughly tested. An encryption mechanism has also been established for players to securely connect to the server.

- The UI for controller app on mobile has been implemented and the connection of this controller to the server has been successfully established.

THINGS YET TO BE DONE

- We are planning to add more characters for players to choose from.

- We also plan to make minor changes to UI for both controller and game.

- We will finally integrate all these changes into a single version which will conclude our project.