

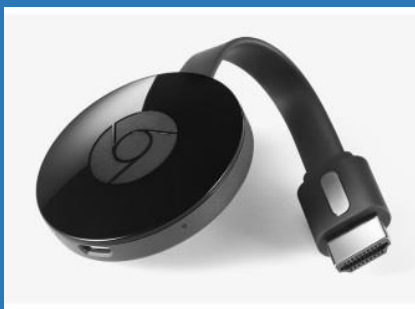
Chromecast based Checkers, controlled by Android Device

Omid Omid, Zach Almon, Matt Dunbar

Customer: Chad McQuillan, Lexmark

University of Kentucky
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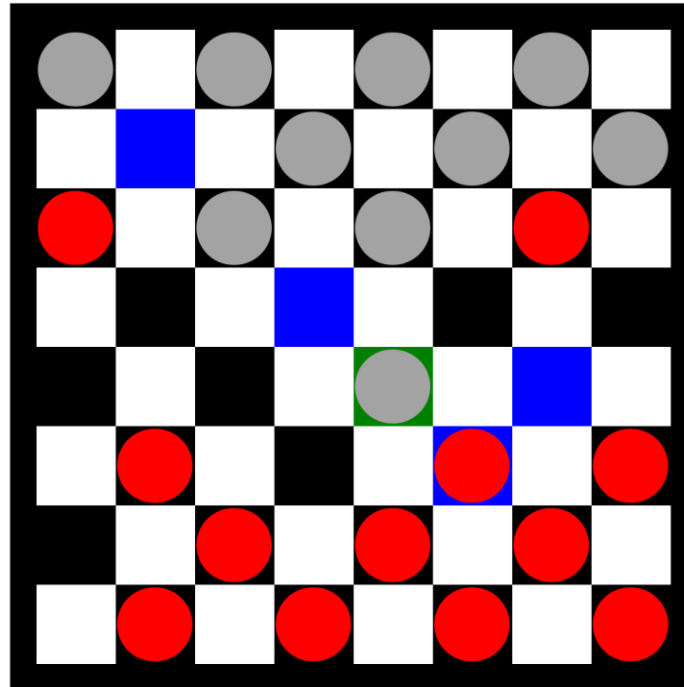
Checkers on the Google Chromecast

- The Google Chromecast is a digital media device that turns a budget TV into an internet connected smart TV.
- Very Device Friendly to connect and stream content from devices to the TV.
- Very developer friendly with open source API and tool kits readily available for developers to use and create apps.

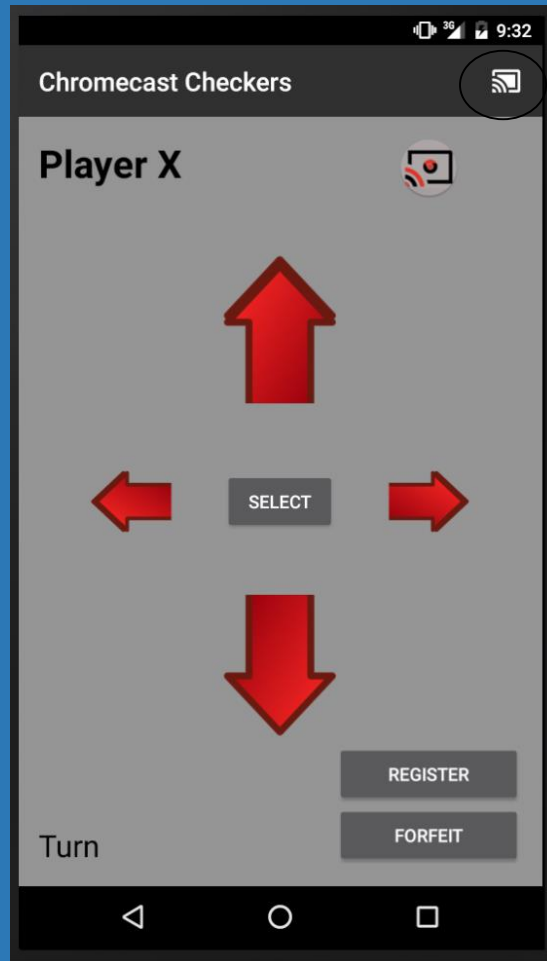
The Goals

- To get familiar with Google's different API's
- To use Google's open source code in conjunction with our own
- To create a game that can be used by many different people
- Learning web based methods to create a fun simple game that will be able to be implemented very easily
- To learn how to communicate between the Hosting Servers and devices.

Chromecast Checkers



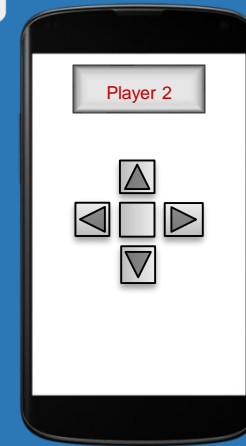
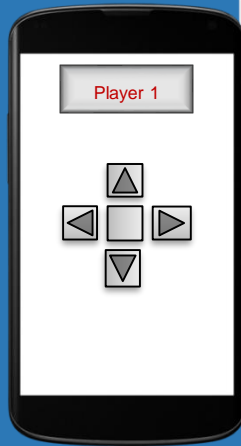
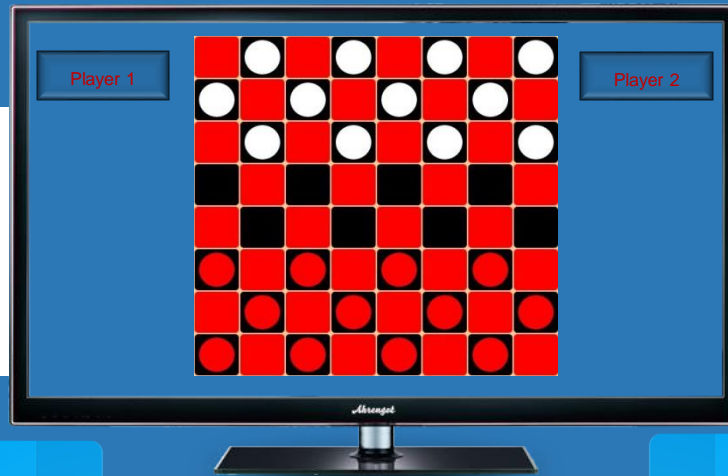
Player Turn : Red
Red Score : 2
Black Score : 0



Video Demonstration

<https://youtu.be/xEoL2nBnCPU>





Changes Made:

- We were not able to add in:
 - Support for Apple products
 - Single player support (Play against the computer)
- We didn't end up using Google's GameManager API
- When it is not a player's turn the Android screen does not grey out, but the button becomes unclickable and the screen displays 'Waiting for Turn'
- We did not end up using a back button, the Select button can be used to reselect any other piece once one has already been selected

Lessons Learned:

- Google's API
 - Chromecast and Android API's
- JavaScript and AngularJS
- Time Management

