Mobile Remote Control - Diary

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Complex Game Systems

Week 1:

The Plugin can accept a TCP/IP connection and also can output a string received from a python to the output log. It currently does not check if there was a connection drop.

Next week: A mobile app needs to be created and will need to connect to the game through a local network.

Week 2:

The mobile app has been started and can connect to the other app via local IP (127.0.0.1) and send data.

Next week: The mobile app needs to be able to connect over a network and there needs to be a timer so that if the game doesn't receive data it can say that there is a connection issue.

Week 3:

Game Jam.

Week 4:

Using the python script an android device was able to connect to the game via a wifi network. At first the android wouldn't connect until the wifi connection was turned off and back on.

Next week: Start Android App

Week 5:

It seems that the version of UE4 that was being used wasn't being detected by the Unreal Launcher and therefore couldn't detect the Android development tools needed to deploy to android devices. Version 14.5.1 will be used instead of 14.4.1.

Variables have been exposed in Unreal and a few functions and the plugin can now get and output the IP address of the hosting device and the user can enter an IP into the android app to connect to the computer running the game.

Next week: Add something to the game and have the android app control it

Week 6:

UE4 can now deploy to android but there is a mistake in the code for the mobile app so it doesn't work correctly when running on android but the project is fully functioning. A demo project has been started and is nearly complete.

Next week: Finish demo project and documentation as it's due.

Week 7:

The game and mobile app is complete and documentation is complete all ready for submission.