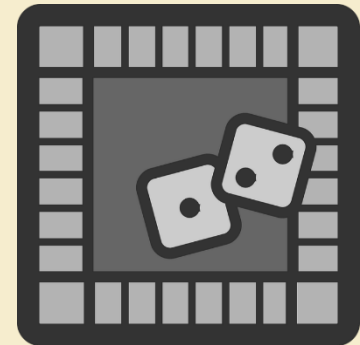


# 오픈소스 프로젝트 최종안

5조 김정환 김예지 박정섭 이수연 김경준

# “오프라인 다인용 게임 어시스트 웹사이트



Smart Game Supporter

걱정말라구,

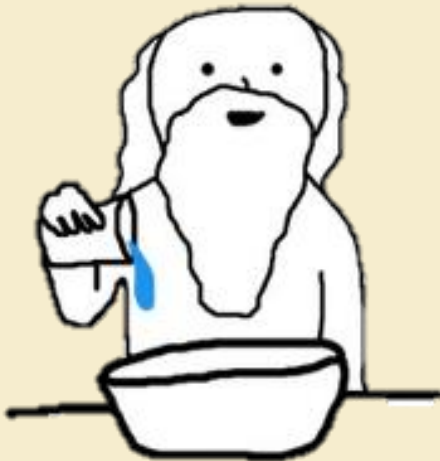


Smart Game Supporter

가 있어!!



온라인  
장점



오프라인  
장점



둘다  
섞어버려



Smart Game Supporter

# 지난 Q&A

1. Offline의 장점을 결합한 Online Platform  
    >손맛(Effect)를 어떻게 구현할 것인가
2. 보드를 사용하기엔 마피아 같은 구술게임들은 부족하다  
    >대안을 찾고 적용
3. Web게임이기때문에 UI/UX가 중요하다  
    >최대한 자체개발을 하려했고 디자이너의 필요성 실감

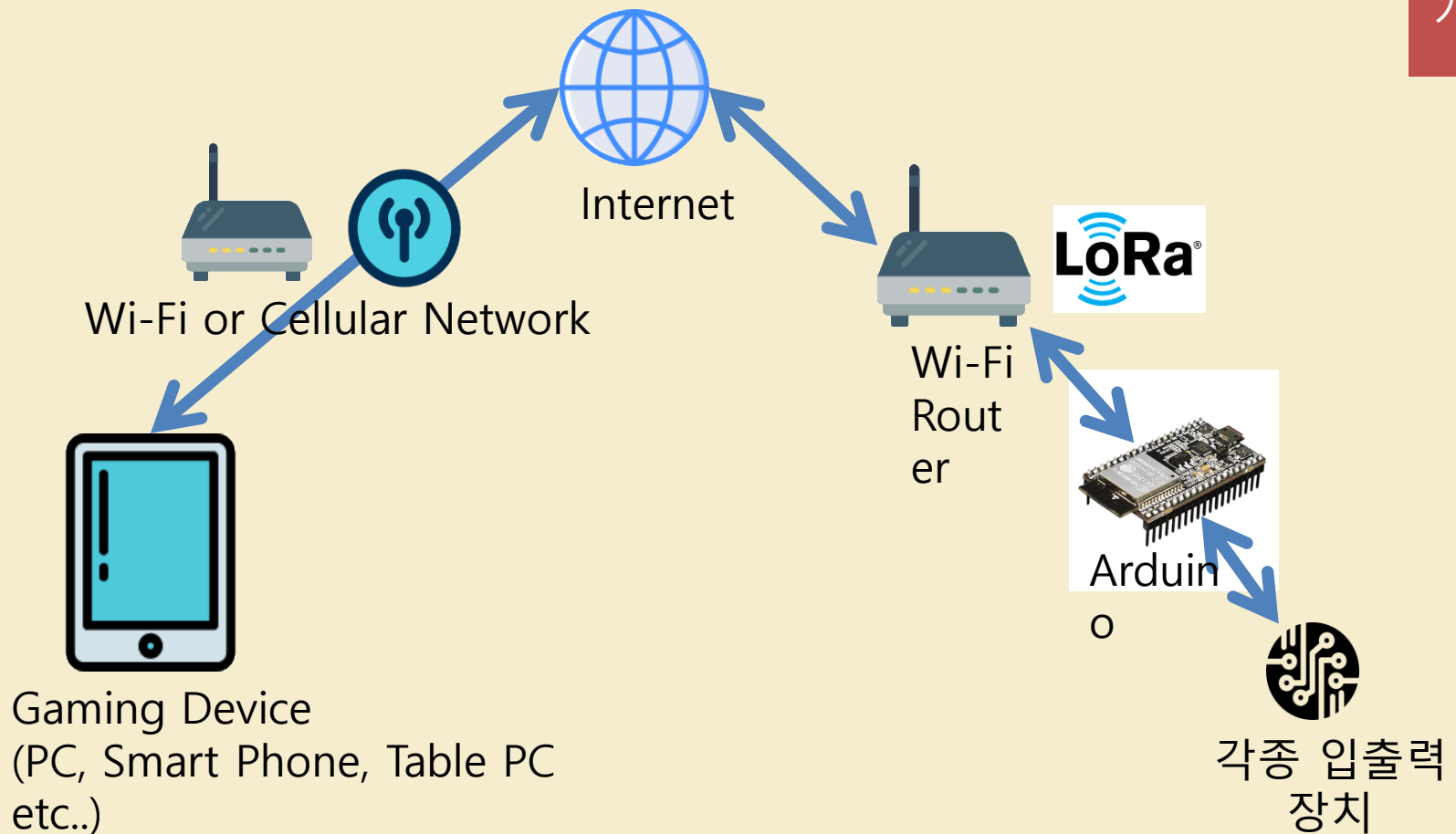
# 4D



**영상에서 효과가  
발생했을 경우,  
기계 장비 등을 통  
해 그 물리적인 효  
과를 준다**

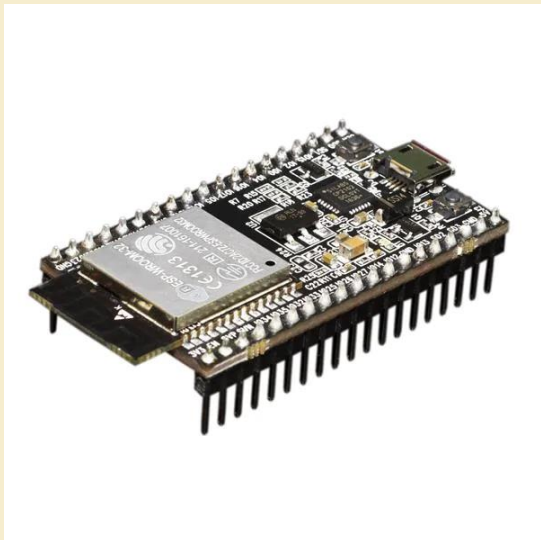
# IoT

프로젝트  
개발



Smart Game Supporter

# IoT



## ESP32



Smart Gmae Supporter Wi-Fi Setting

IoT Device O/F

Wi-Fi

SSID:

Password:

IoT\_device\_code

code:

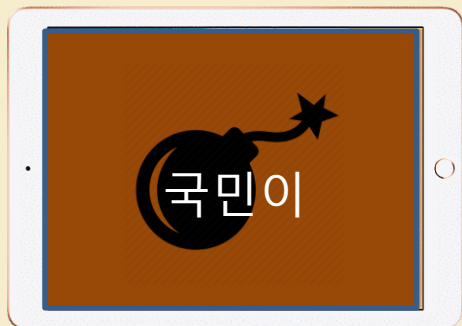
저장

## IoT 장치설정

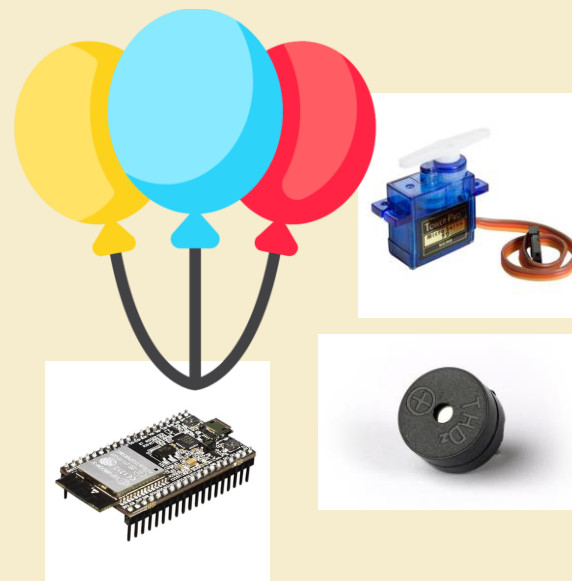
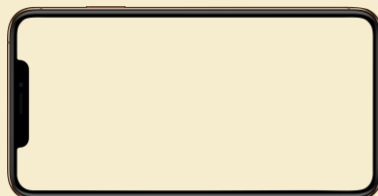
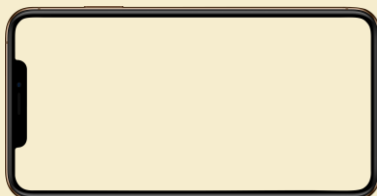
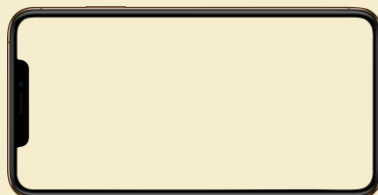
# Smart Game Supporter



# 폭탄돌리기



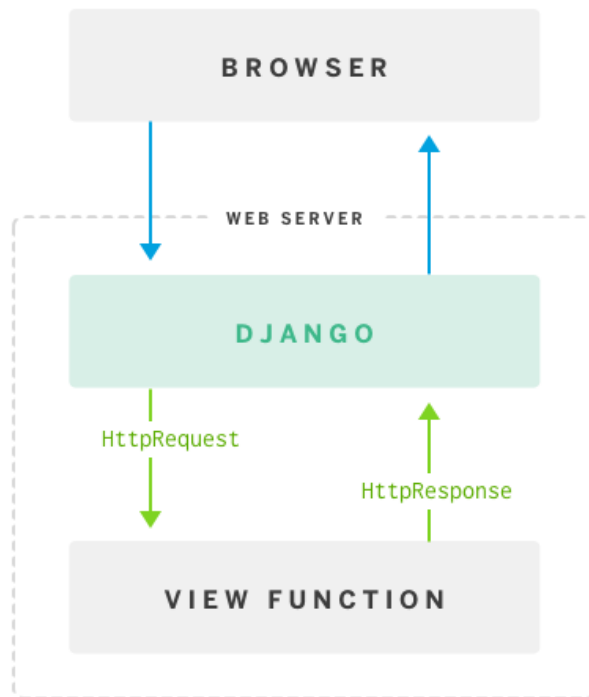
이름표기



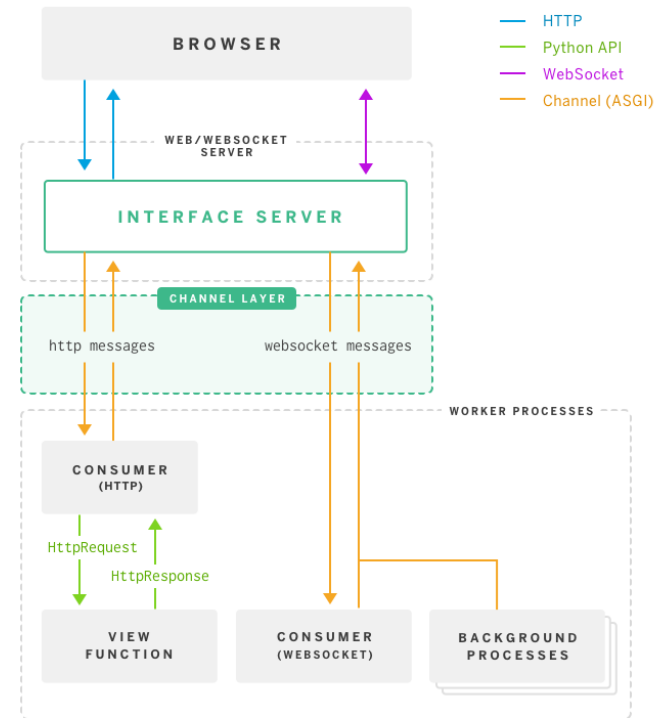
모터를 사용해 풍선이 터지게끔 효과

Smart Game Supporter

# Websocket : Detail



— HTTP  
— Python API



— HTTP  
— Python API  
— WebSocket  
— Channel (ASGI)

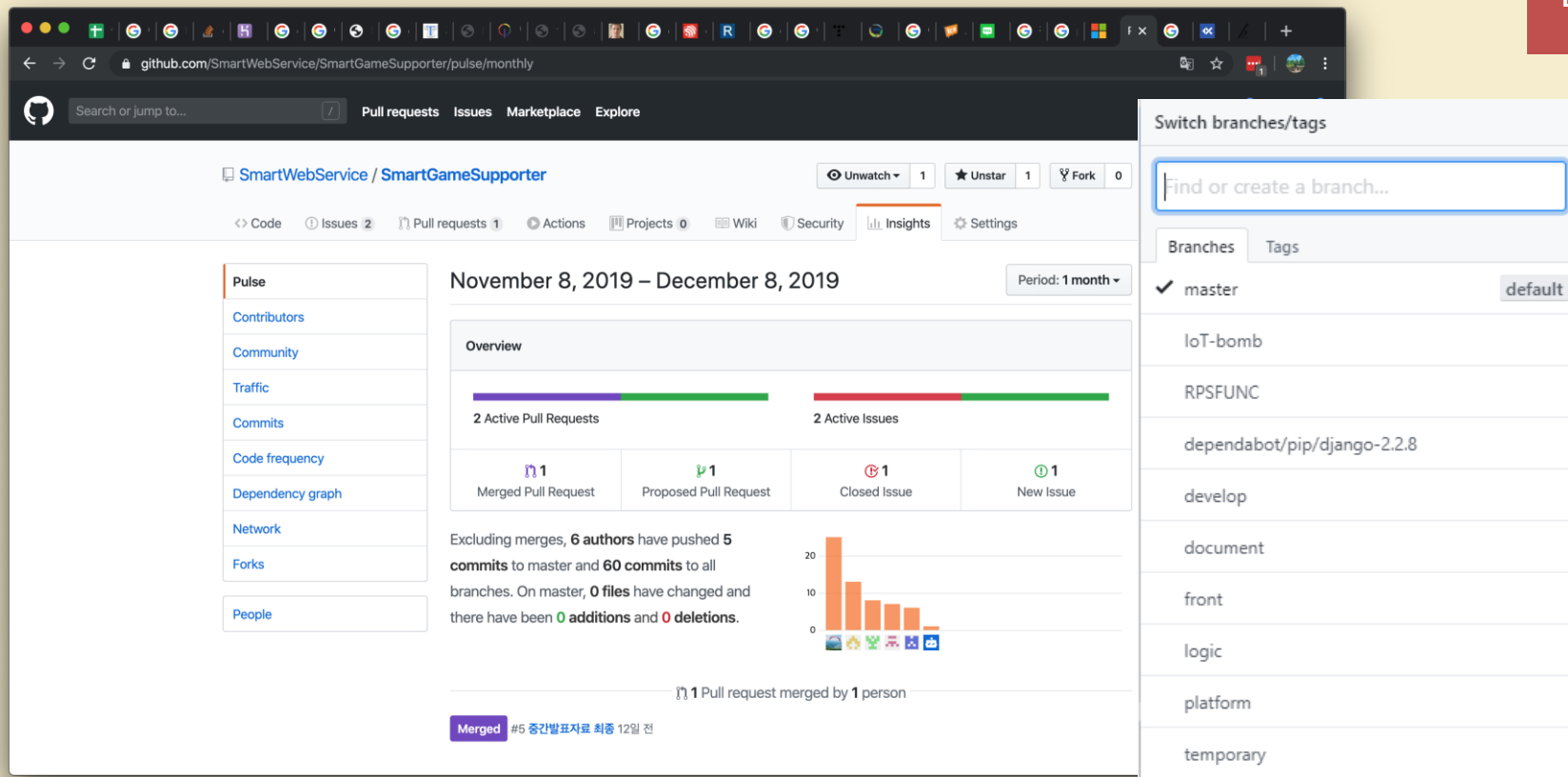
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# 프로젝트 관리

Smart Game Assistant

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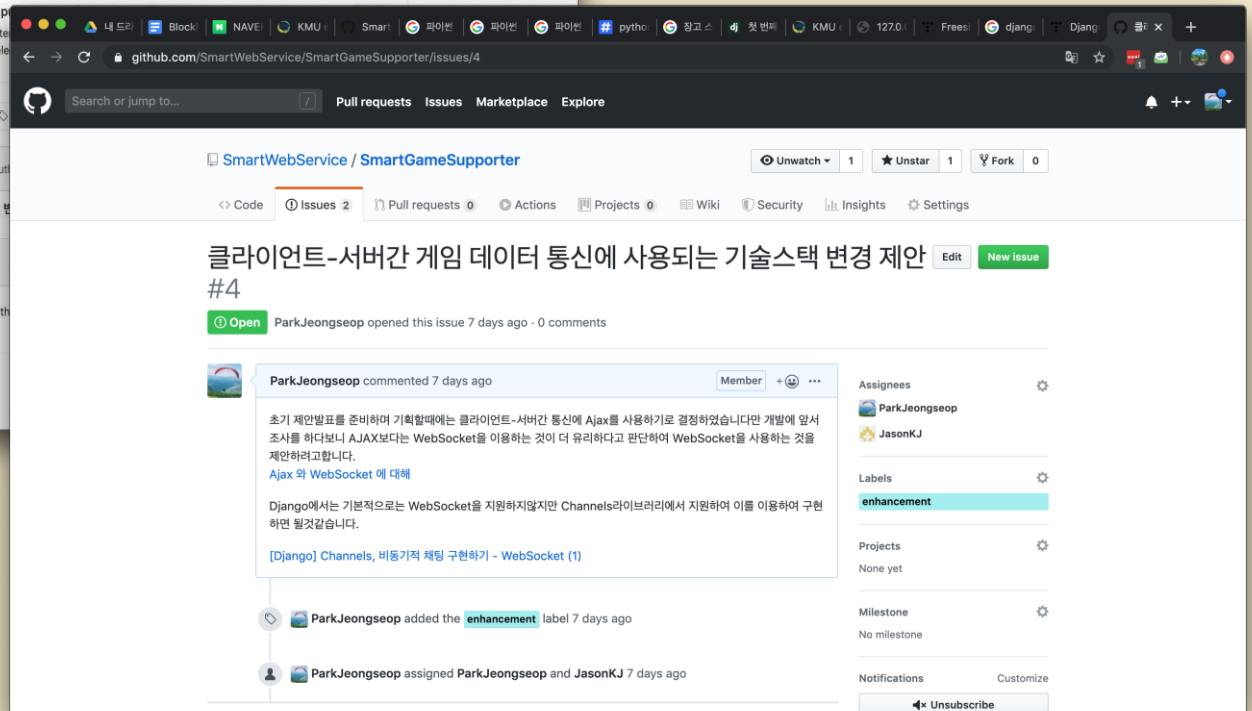
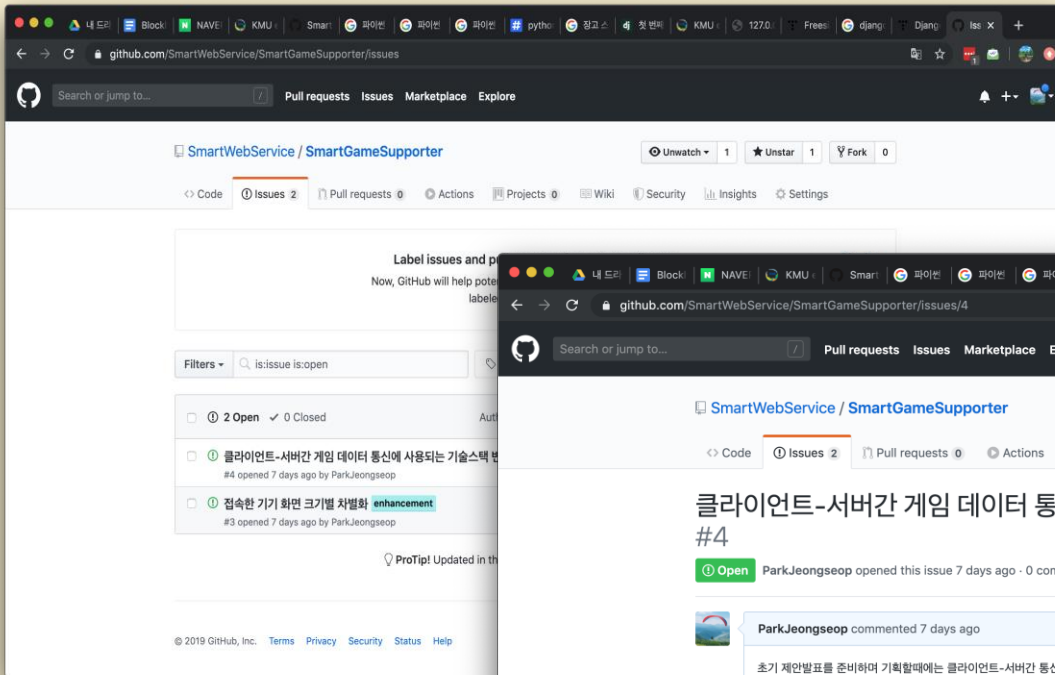
# 프로젝트 관리



Smart Game Supporter

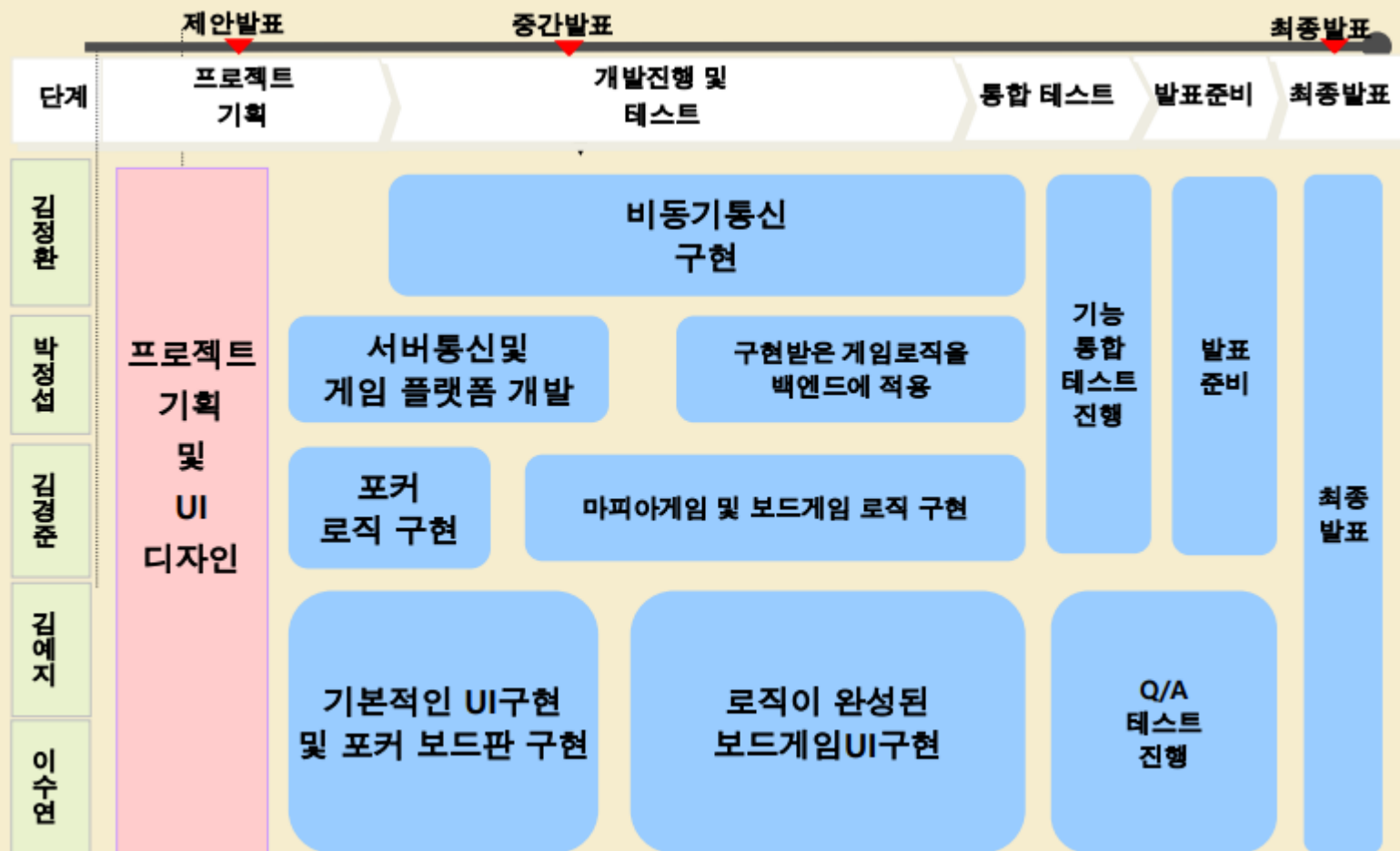
# 프로젝트 관리

1  
프로젝트 관리



Smart Game Supporter

# 개발결과



Smart Game Supporter

**시연**

**192.168.33.70**

**Q&A**