

Fake Hockey

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App Description:

Our game will consist of two players who will login with a Username, and they will enter a game with that opponent. Then they will shoot a circle between each other attempting to score it into the other's goal at the bottom of their screen. There will be a possibility of adding objectives and obstacles to the game to make it more challenging for the players. Players will also have their own statistics showing how many games they have won and lost.

Processes

Each phone has its own main process. The main process will interact with threads that communicate over bluetooth sockets with another phone. These threads will handle the gameplay communications, such as the current circle location, and whether or not there was a goal scored. There will need to be a few additional threads that handle various things like pause-game dialogs. Additionally, we will need an Activity (process) that handles finding a game over bluetooth.

Potential Dependencies

LibGDX library to drive our graphical and physics elements.
Bluetooth Socket Libraries to communicate between two phones.
Potentially more.