

Computers' Laboratory - Project Proposal

Guilherme Sequeira, João António, Nuno Pereira, Pedro Ramalho

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1 Functionalities

A two-player *Gartic* inspired video game. One user is given a random word (an animal, an action, a place...) and must draw it on screen. The other user tries to guess what the drawing is by typing on a chat.

2 Devices used

- Timer - sets the duration of turns
- Keyboard - drawing guesses are made by typing words into a chat shared by both players
- Mouse - drawings are made by holding a mouse button and moving it across a canvas
- Video - user UI, interactive windows
- RTC - timestamps on user guesses (e.g. "17:01:54 - Bear")
- Serial port - allows two users to play the game

3 Workplan

Week 1

Setup working environment, build user UI's using the video card

Week 2

Finish UI (if not finished), work on mouse integration

Week 3

Work on timer, keyboard and RTC

Week 4

Implement serial port, code testing and cleanup, work on report