Bachelor Thesis

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Concept:

Creating a generic gaming software/platform/library which will use a computer/tv screen as the view and smartphone as a controller to allow people to play together at video games without having to carry, or buy, a heavy controller. Most of the people have a smartphone which can be used as a substitute and can even be made “smart”. This library will allow games to be easily built with its component (network, controller, …).

Goals:

* Generic software/platform/library
* Dynamic HUB which accept new games
* Game controller = smartphone
* Smart game controller (information which only this player should have)
* “Hop in and play”
* Networking Support 1?2-8 person in one game
* IOS & Android – Windows & Mac
* Special game of “Cat & Mouse” as starting game