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| Generic smartphone game controller  **Bachelor thesis** |
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Management Summary

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# Introduction

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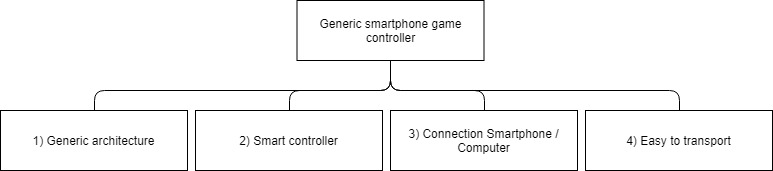
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# Project Management

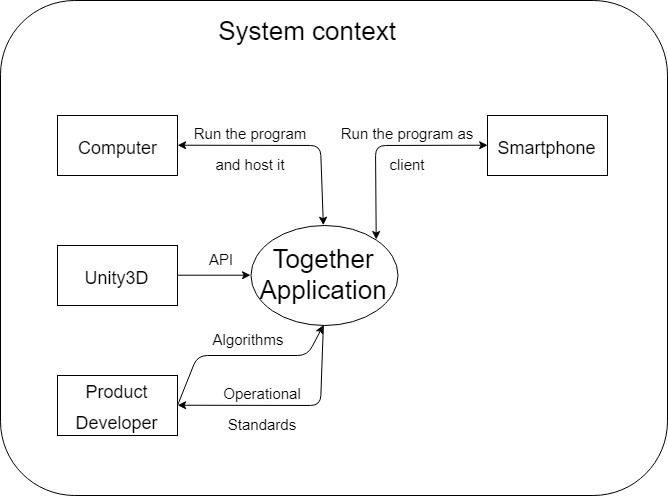
## Vision

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



## System Context



## Requirements

### Legend and additional information:

Table columns definition

• Nr := identification number

• P := Priority (3 levels expressed in with numbers: 1;2;3)

• V := Variability (3 levels expressed in with numbers: 1;2;3)

• C := Complexity (3 levels expressed in with numbers: 1;2;3)

• R := Risk calculated from {P;V;C} (numerical value)

• Status := planned (will be done) / stand by (nice to have) / done

• Goals := goals reference(s)

### Functional Requirements

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Number** | | **Description** | **Status** | **P** | **V** | **C** | **R** | **Goals** |
| 1 | | Connection |  |  |  |  |  |  |
|  | 1.1 | Connection from smartphone to computer. | Approved | 3 | 1 | 2 | 1.83 | 3 |
| 2 | | Build generic |  |  |  |  |  |  |
|  | 2.1 | The system must be designed to allow for optimal extensibility and reusability. | Approved | 3 | 3 | 3 | 3 | 1 |
| 3 | | Extendable |  |  |  |  |  |  |
|  | 3.1 | Dynamic HUB which accept new games | Approved | 2 | 1 | 3 | 2.17 | 1 |
| 4 | | Smartphone possibility |  |  |  |  |  |  |
|  | 4.1 | Exploit the components of the smartphone to deepen the singularity of the concept. | Approved | 3 | 1 | 1 | 1.33 | 2 |
| 5 | | User Interface (UI) |  |  |  |  |  |  |
|  | 5.1 | Design and implement a UI that allows the user to interact with the system on smartphone using touch technology. | Approved | 3 | 1 | 1 | 1.33 | 2 |
|  | 5.2 | Design and implement a UI that allows the user to interact with the system on computer. | Approved | 3 | 1 | 1 | 1.33 | - |

### Technical Requirements

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Number** | | **Description** | **Status** | **P** | **V** | **C** | **R** | **Goals** |
| 1 | | Software |  |  |  |  |  |  |
|  | 1.1 | C# | Approved | 3 | - | - | - | - |
|  | 1.2 | Unity3D 2018.3.7f1 or lower 2018 version. | Approved | 3 | - | - | - | - |

### Quality Requirements

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Number** | | **Description** | **Status** | **P** | **V** | **C** | **R** | **Goals** |
| 1 | | Platform compatibility |  |  |  |  |  |  |
|  | 1.1 | Compatibility with Android / Apple phones | Approved | 2 | 1 | 2 | 1.83 | - |

# Title 1

# Conclusion and future work

## Results

## Improvements

# List of illustrations

[Illustration 1: Et ut aut isti repuditis qui ium 3](#_Toc371573627)

# Contents of the table

[Table 1: Et ut aut isti repuditis qui ium 3](#_Toc371573636)

# Bibliography

**Literary Entry**

*Author’s name, Author’s first name, book title, publisher, place, edition, year* 7

**Literary Entry**

*Author’s name, Author’s first name, book title, publisher, place, edition, year* 9

**Literary Entry**

*Author’s name, Author’s first name, book title, publisher, place, edition, year* 11

# Appendix

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# Declaration of Authorship

I hereby certify that I composed this work completely unaided, and without the use of any other sources or resources other than those specified in the bibliography. All text sections not of my authorship are cited as quotations and accompanied by an exact reference to their origin.

Place, date:

Signature: