

**Candidates :** Lorenzo Spadea, Luca Lorenzon, Tommaso Castello  
**Firm:** Scuola Arti e Mestieri di Trevano  
**Period:** 09.09.2022 – 05.05.2023

## **Initial situation**

Nowadays the game industry is a pretty vast and complex world. This gave us the inspiration to replicate a very well known game with some changes. We are going to replicate a Wii console game, Wii Sport Bowling. Instead of a controller and the console of the Wii in this replica we will adapt the game to make it able to be platform free using new technologies. Instead of the Wii controller we are going to use a phone, which will make the game compatible with every touch device. This document provides a detailed process of the whole project being build from scratch.

## **Implementation**

For the realization of this project the team is required to divide into tasks the project and to work on them individually. Each task represent a specific goal of the final project and the team work will make us individually merge together the tasks.

For this project are required:

Medium/advanced programming skills (Python, Flutter, Panda3D).

Great communication skills to be able to work in a team.

The project is manly divided into 4 categories that will define the end goal:

The phone app used to collect and send data as a controller.

The desktop app used to display the game.

The server in between to allow the two apps to communicate together and to store data into a database.

Finally a website where the history of all games will be displayed.

## **Final Results**