

Chromecast in Unity

Gaming from your phone to your TV

Who's talking here?

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 - ▶ Applied Cognitive and Media Science
 - ▶ Computer Science + Psychology
- ▶ Kaasa solution GmbH
 - ▶ Unity developer
 - ▶ Beacon plugin
 - ▶ Giana Sisters 2D



And why are you still here?

- ▶ Chromecast Plugin for Unity
- ▶ Create a simple game in Unity
 - ▶ UI
 - ▶ Game logic
- ▶ Add Chromecast feature

About Unity

- ▶ Game engine
- ▶ 2D and 3D
 - ▶ More suited for 3D
- ▶ Leading in mobile
- ▶ Multiplatform
 - ▶ Windows Phone
 - ▶ Tizen
 - ▶ Samsung Smart TV



About Chromecast

- ▶ Streaming device from Google
- ▶ 2nd generation
 - ▶ New: Chromecast Audio
- ▶ Your “smartphone” becomes the “remote”
 - ▶ “smartphone”:
 - ▶ Android
 - ▶ iOS
 - ▶ Mac
 - ▶ Windows
 - ▶ Chromebook



“Remote”

- ▶ Only if it's **just** streaming
 - ▶ YouTube
 - ▶ Twitch
 - ▶ ALDI Life Musik
- ▶ Not if it's more
 - ▶ Presentations
 - ▶ **Gaming**

Fucking Games On Chromecast, How Do They Work?

- ▶ Rendered on smartphone
- ▶ Encoded on smartphone
- ▶ Send through Wi-Fi
- ▶ Played on Chromecast
- ▶ What you see is a video stream
 - ▶ WYSIAVS

Not suitable games

- ▶ Games where latency is important
 - ▶ E-Sports
 - ▶ Online multiplayer
- ▶ Demanding games
 - ▶ AAA games with great graphics

Suitable games

- ▶ Casual games
 - ▶ Party
 - ▶ Rhythm (simple)
 - ▶ **Not** Guitar Hero
 - ▶ Just Dance
- ▶ Games without timing
 - ▶ Puzzle
 - ▶ Quiz

Live Demo

Any questions?