

# Wii Educational Tools

Kyle Shepard  
Seth Daugherty  
Gilliane Oswald  
Chris Loew  
Joseph Cirone

# Outline

- Project Description
- Wii Event Parser
- Game Event Parser
- Demos

# Project Details

- Build a Wiimote framework for future games
- Develop two games using our framework
  - Binary Tree Game
  - Network Routing Game
- These games will be used in CSCI 101

# Wiimote Framework

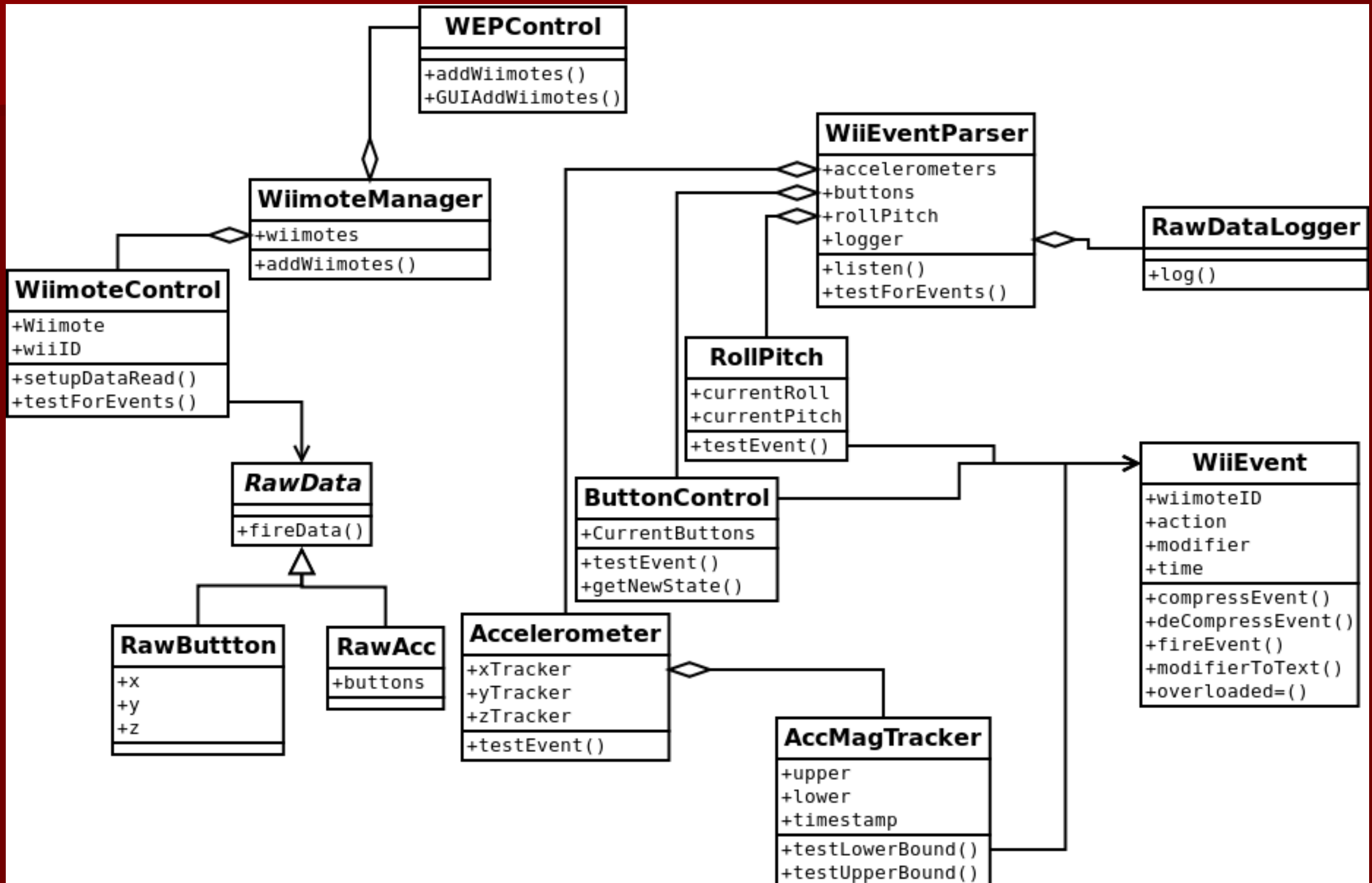
# Wiimote Manager

- Controls the actual Wiimotes
- cwiid library creates Wiimote objects
- Callback function sends raw data over dedicated socket to Wii Event Parser

# Wii Event Parser

- Reads raw data down from socket
- Data is checked to see if a Wii Event needs to be sent to Game Event Parser
  - Accelerometer
  - RollPitch
  - ButtonControl

# Wii Event Parser



# Game Event Parser



# Game Event Parser

- Game developer supplies a list of “Game Events” and corresponding game functions

```
bind_functionA = ['ButtonAPress', 'ButtonARelease']
```

```
bind_functionB = ['ButtonBPress', 'FlickX', 'ButtonBRelease']
```

```
bind_functionC = [ set(('ButtonAPress', 'ButtonBPress')),  
                  'FlickX', set(('ButtonARelease', 'ButtonBRelease')) ]
```

# Game Event Parser

- Listens for Wii Events from Wii Event Parser
- Looks for bindings that match sequences of received Wii Events
- Calls the corresponding function in the game logic

**It's DEMO TIME!!!**

# Wii Can Do It!



## Questions?