

Client-Server Physical Interface Game

Beatriz C. Daniel	159600
David Pérez Povedano	158690
Sija James	158670
Alberto Martinez Rodriguez	158679
Adrià Jaumot Garcia	158624
Francisco Domingo Rey Rivera	158681

Introduction:

We have reused the 2D top-down asteroids to play between two application of different groups. We have included the sensors of the arduino to control both spaceships in two applications.

Player 1: Client (*Beatriz, David, Sija*)

First of all we have to setup the server IP, server port and the client port in the function of `setupOSC()` in the `ofApp.cpp`.

Sensors:

Nº	Name	Use	Connection
1	Joystick	Tilt and rotate the spaceship by rotating the joystick. When pressed it is used to shoot	Analog pin A0-A1

Using Joystick is easier for the player, so that the actions of tilt, rotate and shoot can be done in the same sensor.

Player 2: Server (*Alberto, Adria, Fran*)

First, the server sets the IP and the port. After that the server does the logic of the application and sends information to the client so it can render the game.

Sensors:

Nº	Name	Use	Connection
1	Joystick	Move the Joystick to select the direction of the rotation of the spaceship. Press the joystick to fire	Analog pin A0-A1

Note:

If it is going to be tested in the same computer change the IP to localhost in both applications (client & server)