

Ceng 356

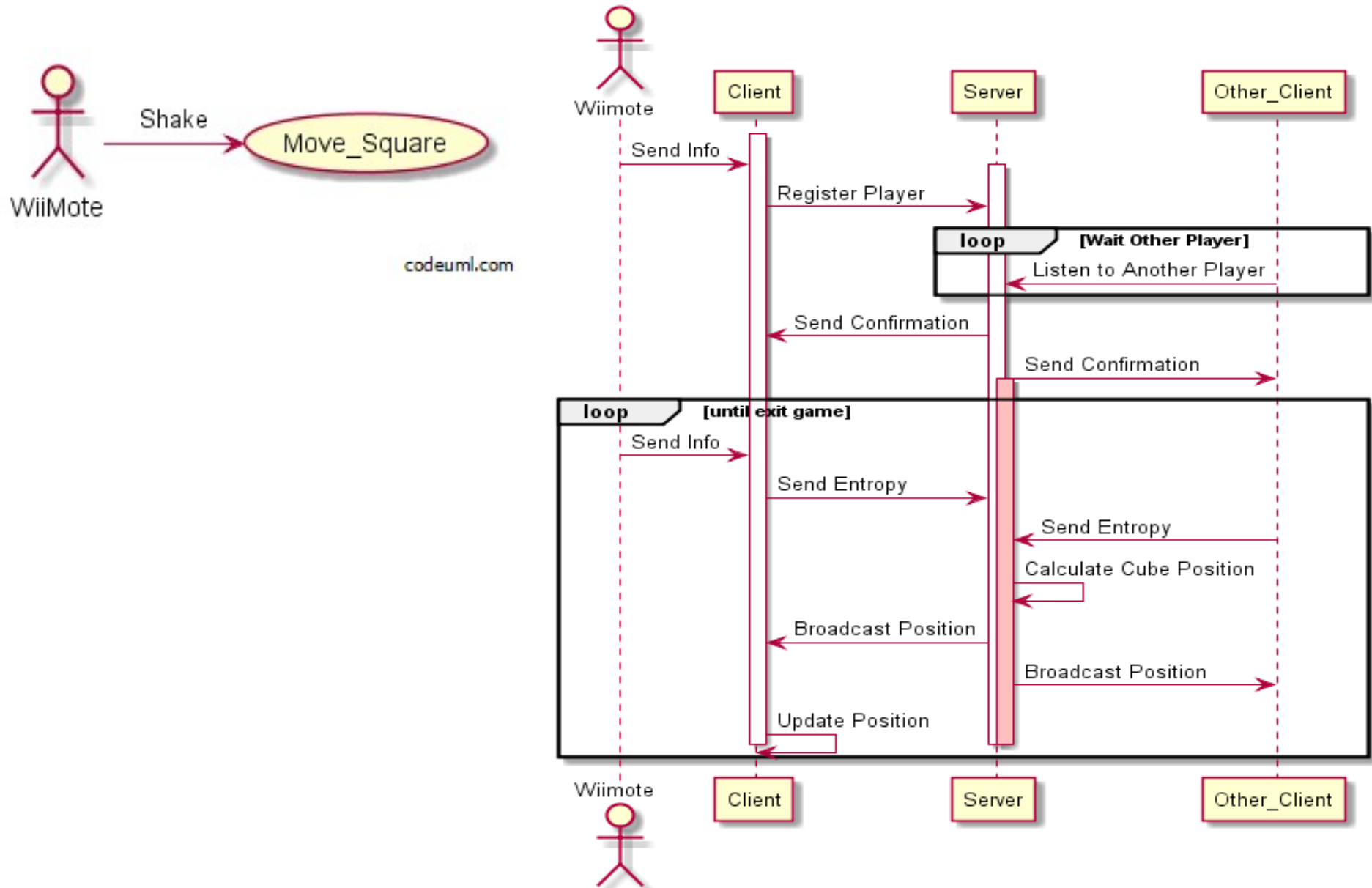
Wiimote Project

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Tools used

- SDL
 - Window and keyboard Events Management
- OpenGL
 - Graphics Rendering
- Socket
 - Linux Ethernet Communication
- Wiiuse
 - Wiimote Control Interface

User Case/Event Sequence Diagram



References

- Socket
 - www.linuxhowtos.org/C_C++/socket.htm
- Wiiuse
 - <http://www.macs.hw.ac.uk/~ruth/year4VEs/Labs/wiiuse.html>
- SDL and OpenGL
 - <http://lazyfoo.net/>
- UML
 - <http://www.codeuml.com/>