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For the CPE490 Project, our group choose to create some platform similar to the Google Stadia in nature but possess some differences. First to discuss is what occurs when you first join the domain and server: <https://demo.roomsfh.org:3000/>. Upon immediate connection from the client to the server, you first receive a random UserID. This UserID then gets printed as a message in the Chat Room for all within the room to see. A user can then type messages in the Chat Room, which will just publish to all in the room. As of right now, each of the messages does not have a label for who wrote the message, but this could be functionality that could be added in the future. This could be as simple as having the User’s get a random color or having their ID first appear in front of the message in order to differentiate the different users. A second function that was placed within the server is use of the Gamepad API to allow a User to connect their controller to the Server. What occurs is a small interface on top of the chat that can detect movement of the controller as well as various button key presses. This is useful and needed because if we wish to mimic the Stadia, we need a user’s controls to be read so that they can control a video game that is being screenshared from a user. This is a key difference from the Stadia in which we are now having the a user who wants to transfer his game be the key connector. Similar to the Gamepad API, we utilized the also the arrow-keys to be recognized and sent out as a message due to some games being better suited for those as well as allowing users to play on keyboard potentially. The final functionality that was pushed in and is constantly being worked one (even if it breaks the other functions from time to time) is the actual screen sharing. Currently we now just facing a situation where we get far in the handshake program but it fails due to something relating to ICE. The group faced the most problems with setting up screen sharing in issues revolving around domain/sockets/client-server side miscommunication and some more.