

GamerDroid

(Using Android Phone as a Game Controller)

Bachelor of Technology
In
Computer Science & Engineering

Under the supervision of

Ms. Savita Ahlawat

By

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To



Maharaja Surajmal Institute of Technology

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CERTIFICATE

This is to certify that the project work done on “*GamerDroid*” submitted to Maharaja Surajmal Institute of Technology, Janakpuri Delhi by “*Piyush Chaudhary, Sagar Rana, Himanshi Girdhar & Abhinav Singh*” In partial fulfillment of the requirement for the award of degree of Bachelor of Technology, is a bonafide work carried out by them under my supervision and guidance. This project work is the original one and has not submitted anywhere else for any other degree.

Ms. Savita Ahlawat

(Project guide)

Mrs. Poonam Bansal

(HOD, CSE MSIT)

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Abstract

Gaming is more fun if it is more intuitive. All gamers feel more comfortable and realistic when they play games on gamepad or game controllers rather than on keyboards. In fact, the gaming experience is the best when one uses a motion-sensing device. Using this idea as our target, we tried to make an application for the android devices which will make the user feel like he/she is playing with a real motion sensing game controller. Just like an Xbox kinect you will be able to play your game just by moving around your phone.