gesture based UI project Outline

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GitHub: <https://github.com/sshhane/apple-watch-game>

# Outline

The basis for this project is to create an iOS game app that uses the Apple Watch as a controller. The idea for the game is some type of game such as asteroids, space invaders or temple run that will use the gyroscope of the watch to move left and right to dodge an enemy or obstacle to progress in the game and get a higher score.

## Technology

### The application and companion watch app will be written in the Swift language. There is also the possibility of using Unity to create the iOS game.

### An Apple phone will act as the main gameplay screen where the player will see their avatar, any enemies or obstructions, score etc.

### The Apple Watch companion app will take the users wrist rotation (clockwise and anti-clockwise) and send the data to the main phone app to control the players position on-screen

# Progress

So far, we have completed some research and testing to find out if this will be feasible. We have been successful in creating a watch app and an iOS app and in our research, we have found that it is possible to send live data from the watch to an app on the phone.

In the area of workload, we have it in mind to split up the project so that one of us will work on the gameplay (iOS) side and the other will get the companion Apple Watch app running and sending data. However, this may change down the line as some areas of the project may be more time consuming than others.

# Next Steps

The next steps are to get live gyroscope data moving from our watch app to the iOS app and once this is done, we will begin implementing this into the gameplay. The gameplay side of the project will also have to be designed and implemented. We also have plans to add more gestures to the game so that the player can perform some other action such as shooting, jumping over or interacting with another onscreen entity.