

# WiFi Thingy

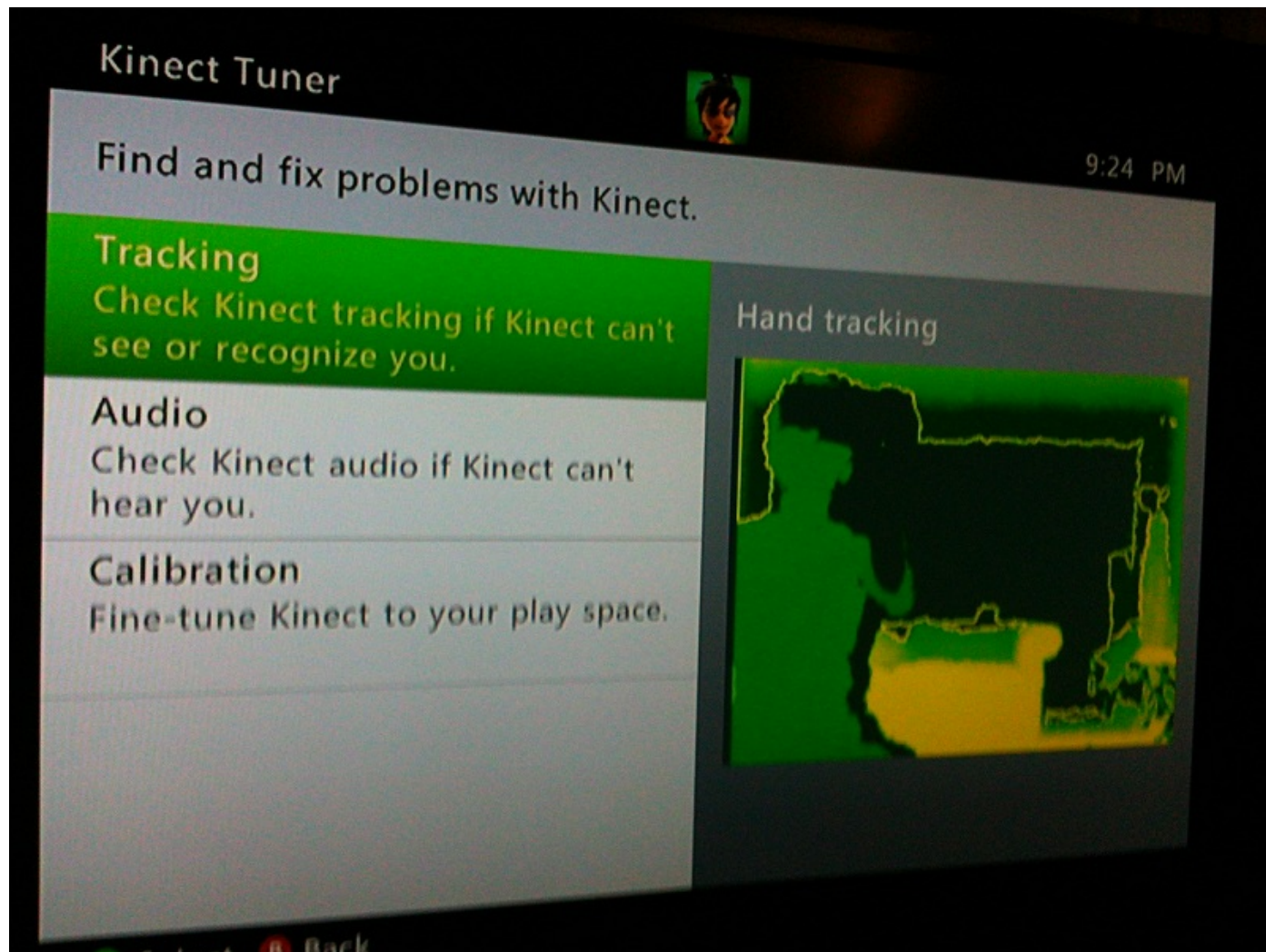
codinpsycho+suvozit

# Let's Play a Game



- **Flappy Bird** by Dong Nguyen, GEARS Studios

# Kinect

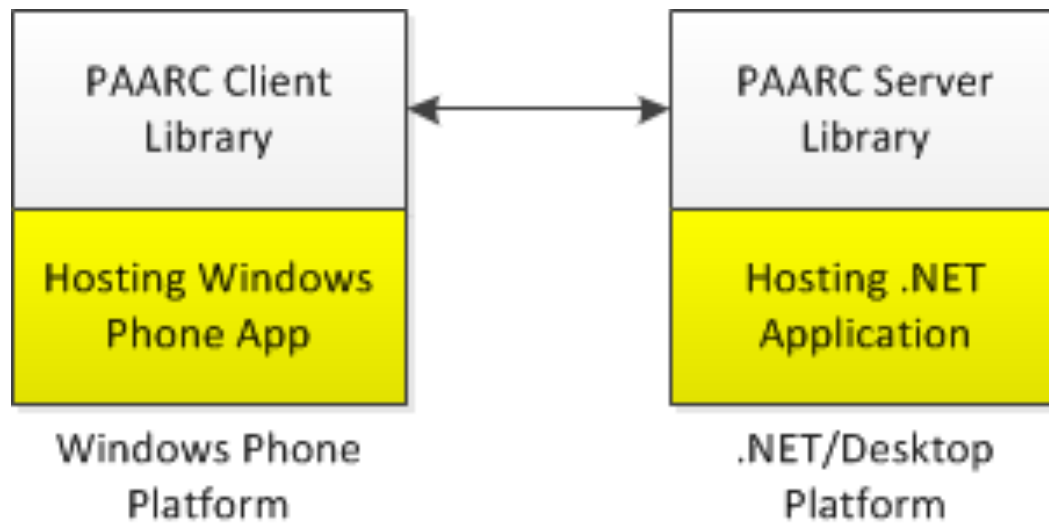


# Phone + WiFi

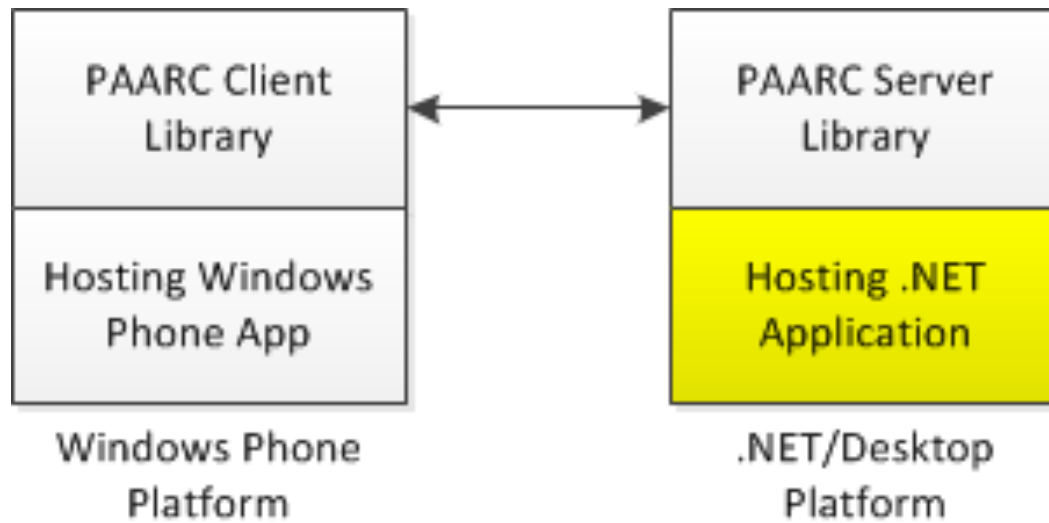
- Web Server
- PC as Server



# PAARC

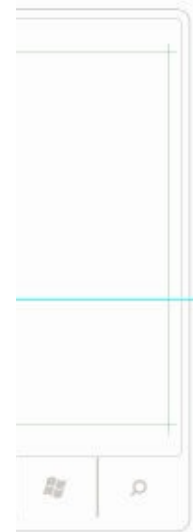
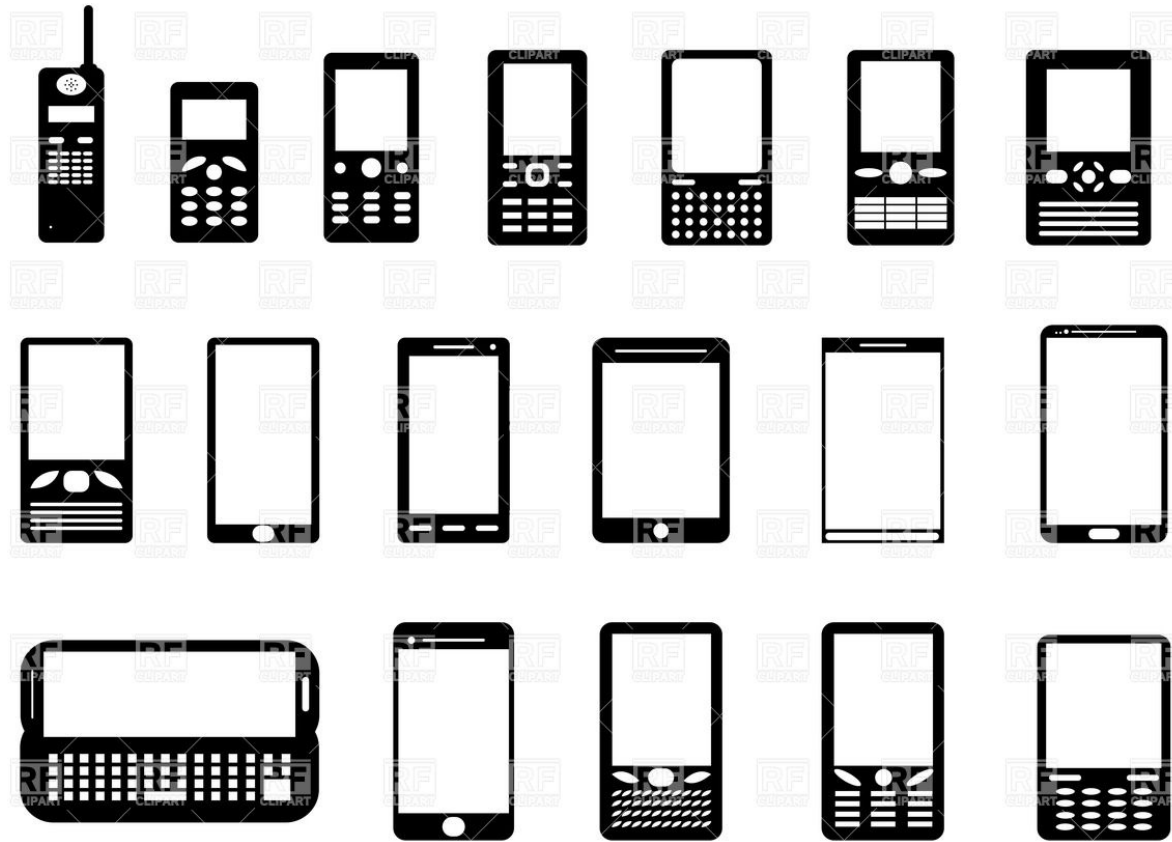


# PAARC + App



# Advantages

Phone, everyone has one



# Advantages

~~Better~~ Precision gestures

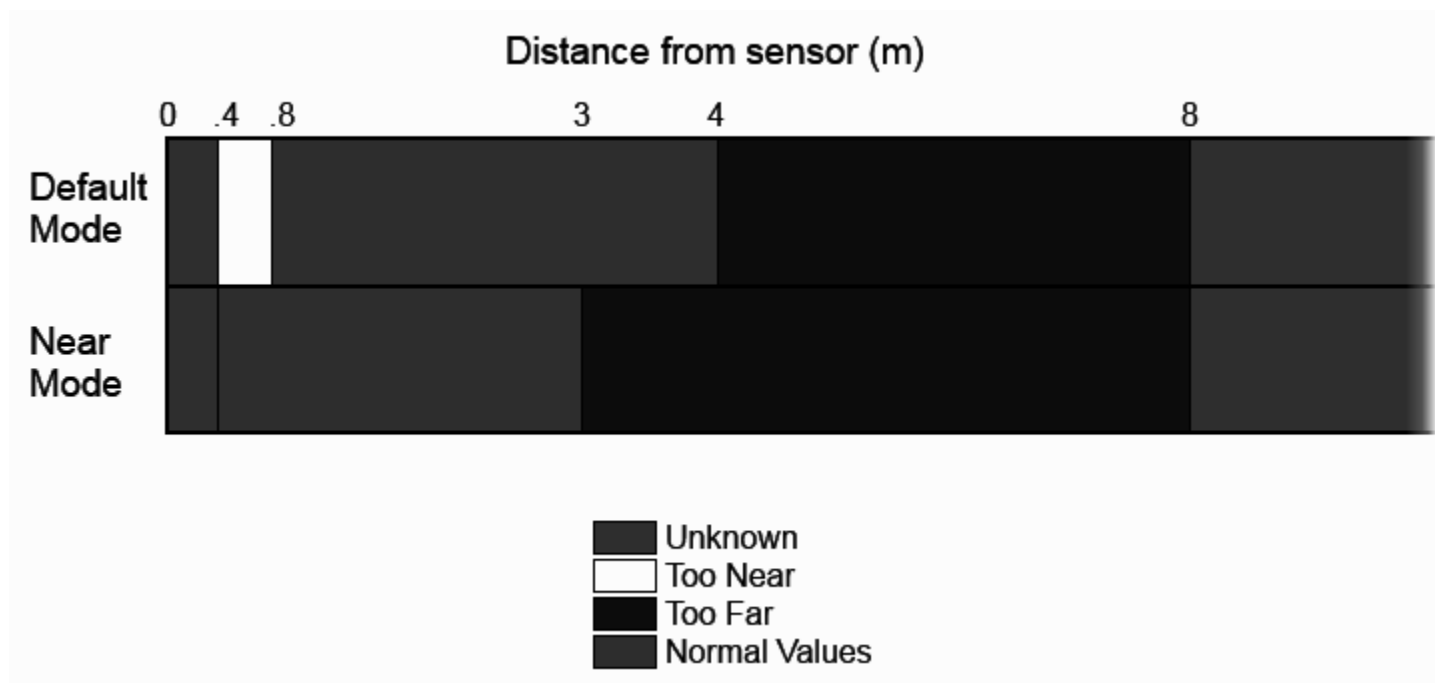
- Accelerometer, Gyroscope Inputs





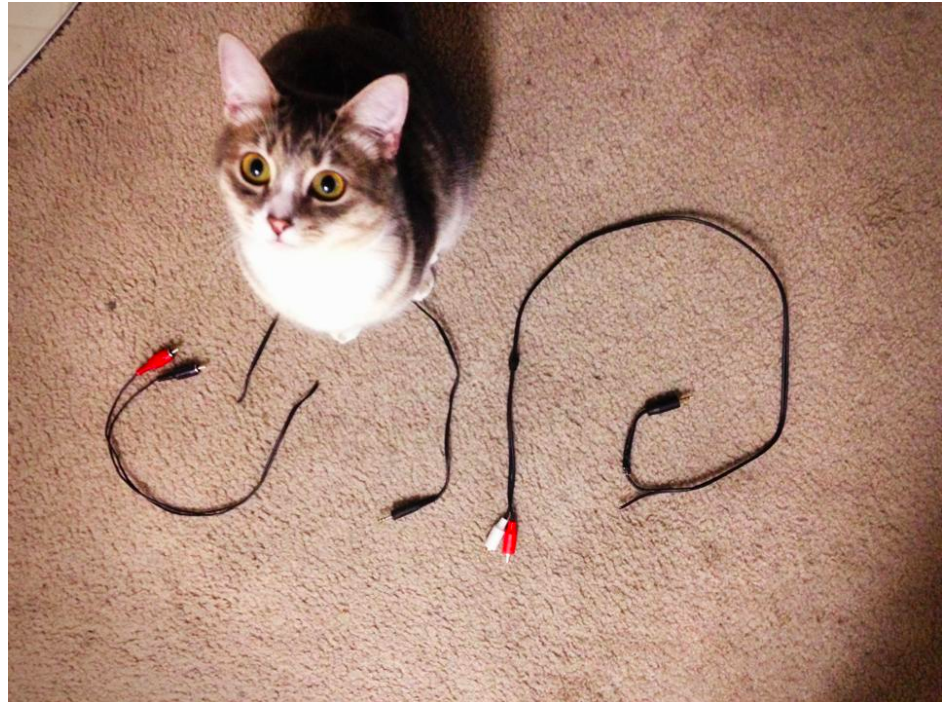
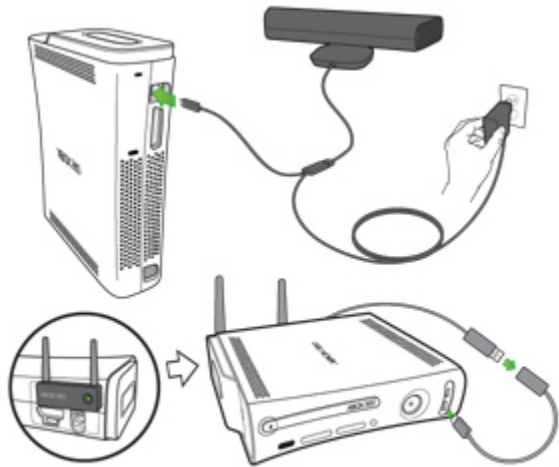
# Advantages

- No light condition
- No distance issues
  - **“Too Close” “Too Far”**



# Advantages

No extra device or wires



# **Wait, There's More**

Next Slide

# What's Next?

- Gesture based games now not limited to console only
- Big Installations

# What we missed?



# References

- PAARC <http://www.pitorque.de/paarc>
- Mister Goodcat <http://www.mistergoodcat.com/post/PAARC-Milestone-Reached>
- Flappy Bird <http://www.kongregate.com/games/ISekc/flappy-bird-flash-2>

# Team



**Shubhajit Saha @suvozit**

Founder of Rime <https://rime.co>



**Ishkaran Singh**

**@codinpsycho**

Founder of Psycho Store <http://psychostore.in>