RUTGERS
School of Engineering

PIG PARTY
A STEPPING STONE TO A WHOLE NEW GENRE OF GAMING

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ECE Capstone Design Project under Dr. Manish Parashar

Goal

Our vision is to extend mobile games far beyond their current functionality by combining the power of computers and phones.

Introduction

Pig Party consists of a series of addicting mini-games showing off all of the phone's features.

- Using a phone as a new controller provides an entirely new spectrum of interaction by taking advantage of all of a phone's specialized hardware.
- The computer provides an enriched gaming experience by allowing for animation and interaction between screens.

Mini Games

These games showcase many of the features of using a phone as a controller (accelerometer, number pad, finger swiping).

TRAFFIC DODGE
- Avoid oncoming traffic obstacles by using the phone as a steering wheel
- Interprets accelerometer data from the phone to move a car on the computer

POP THE BALLOON
- Use the air pump on the phone to inflate a balloon until it pops
- Computes the distance of a finger swipe on the phone to inflate the balloon on the computer

POKE THE PIGGIES
- Poke the proper color pigs until none remain
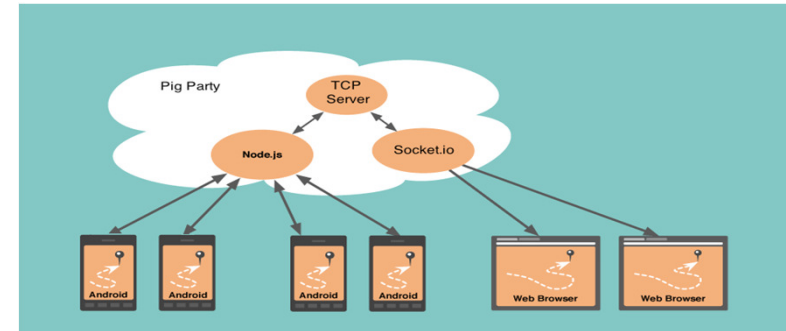- Receives data from the computer to draw the correct color pigs on the phone

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CONNECTION PAGE

Architecture

Challenges

Learning Curve:
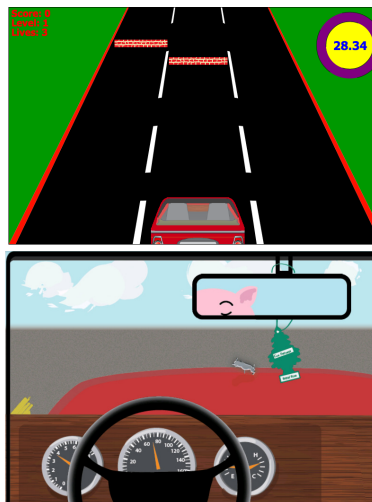- Understanding the development of game logic and architecture

Communication:
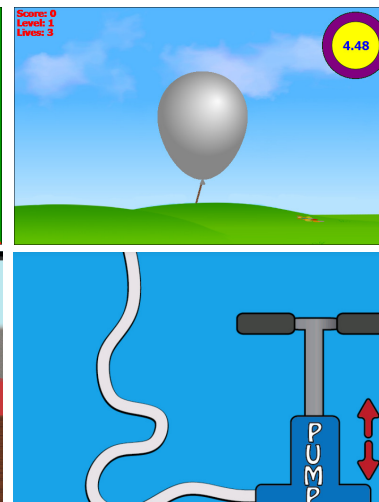- Creating an asynchronous client/server that reacts in an appropriate and timely manner

Debugging:
- Finding and resolving all of the tiny bugs that come with game development

TRAFFIC DODGE

POP THE BALLOON

POKE THE PIGGIES