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

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

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A special thanks to Stacy Lee for designing our graphic images