RACEDROID

Group 12

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Main idea

- Multiplayer games are fun!
- Modern phones support good graphics and versatile networking
- Game is expandable
  - Score
  - Sounds
  - Different types of helicopters
- Ideas can be reused in other games

Main Features

- Single/Multi Player game
- Opponents in different colors
- Randomly created maps
- Networking capabilities:
  - Server/client
  - Over TCP/IP
  - Map shared in the startup, opponent location shared real-time

Setup

ž Two players race each other flying helicopters in a tunnel. Hitting the tunnel walls will cause a penalty.

ž The shape of the tunnel is created randomly on start

ž Both helicopters are run on different devices but can see each other when they are close enough to one another.

ž The networking is done over WLAN

– Bluetooth doesn't work in the emulator and has higher ping

Difficulties

ž Collision detection gave trouble

ž Networking gives delays and is not too easy to emulate

ž Port forwarding on the server must be set etc.

ž Operating Emulators on different machines

Future Features

- Motion detection
- Sounds
- Explosions
- Opponents bouncing fight
- Vibration
- Saving scores, high score lists

Screen shot