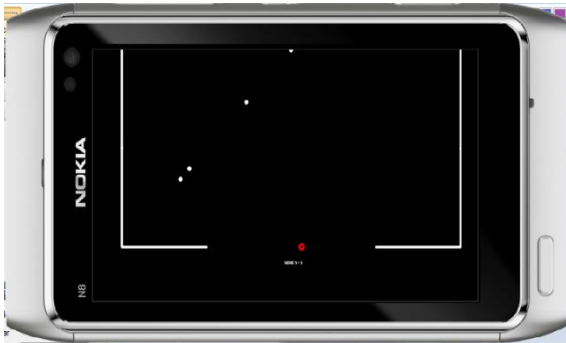


# QAirHockey

## Ultimate Multi-Player Mobile Air Ice-Hockey Game

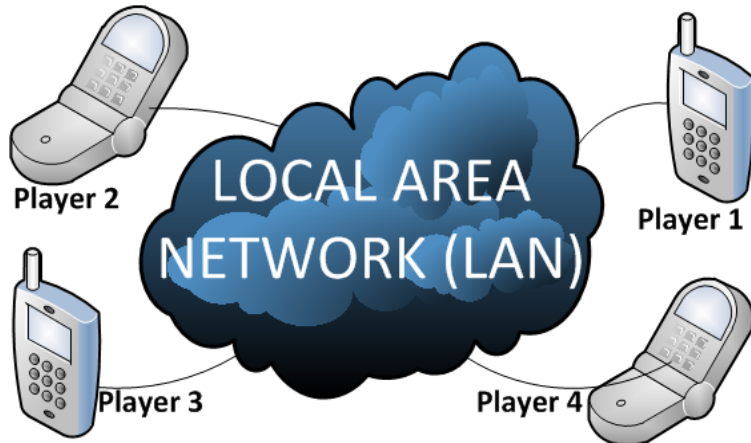
### Introduction

2-4 persons may connect with their devices over LAN to duel a hockey game.



The essence of the game is to shield your goal using the **MALLET** & try to score the **PUCK** into opponents' goal.

### Architecture



### Extensions

- **QSystem info** to add screen functions
- **QMobility 1.1 beta** for haptic feedback
- Improved **QSound**
- Orientation for game pause / end
- Bluetooth based duels



### Gameware

Each player controls their **MALLET** from within their device screen to any opponents screen. The **MALLET** is controlled by tilting the device in the desired direction.

### QT Platforms

- **Q Sensors**
- **QSound**
- **Qt Network**
- **Qt Mobility**

### QAirHockey scenario

- Two/more player meet
- Join the same LAN
- Start QAirHockey
- Join the game & duel

### Whilst dueling

- Devices calculate & share details of **PUCK**, **MALLET** and **collisions**.
- New player joining extends the playfield & gets 5 lives.
- Scoring deducts ones life by 1.
- Player with 0 life is ejected & playfield reduced.
- Last remaining player wins duel.

