AUDIOVISUAL GAMING NETWORK

EGGS ON THE DOOR
Team Members

Serap İNCE
Duygu ÇELİK

Engin ERTAŞ
OUTLINE OF PRESENTATION

- Introduction
- Project Purpose & Motivation
- Design
- Implementation
- What We Have Done
- Video Demo
- What’s Next
- References
Support the video-conferencing and games in a single platform
Create a platform everyone can enjoy
More than 500 million users of Skype

- Video - conferencing ability
- 5.99 - 14.99 € price for monthly use of video-conferencing

However,

Not having gaming ability for video-conferencing
More than 500 million active users of Facebook
More than 30 million players in Texas Hold'Em Poker
Strong background for countless games

However,

Having lack of audiovisuality

ie. Bluffing without sound interaction in Poker
MOTIVATION

- Long term plan: A new Social Network
  - Connection via user-names in Server
  - Acquirement of IP addresses via Server
  - User profile support (like Facebook accounts)
  - Linux, MacOS
Audiovisual Gaming Network is a platform providing users an environment which they can both have audiovisual chat and play games.

- The software supports turn-based multi-user Flash and Java games
  - If they use our specific game comm. Interface

- The software supplies basic interface commands for games.

- The games use the commands
  - for game moves
  - for turn arranging
User interface – Login Window

![Login Window Image]
User interface – Chat Window
IMPLEMENTATION

- Programming Languages
  - MS Visual C# - platform
  - Java - Games and Interfaces
  - Action Script 2.0 – Some flash games

- Graphical User Interface
  - Adobe Flash CS5
How does it Work?

- Each computer uses own physical sources
- Server use only in acquiring IP in long term.
- In short term, server will not be used
Each computer

- Streams its own audiovisual data
- Sends game move which its player made
- Gets remote computer audiovisual data
- Gets move move from remote computers
What we have done so far

- Audio and video communication between 4 people
- Chatting ability
- User interface
- Design of a primitive interface for games
What is next?

- To the end of year:
  - Platform support for more than one game
  - Optimization of the video and audio quality
  - Optimization of user interface
REFERENCES

- Srs document of Audiovisual Gaming Network Project
- Sdd document of Audiovisual Gaming Network Project