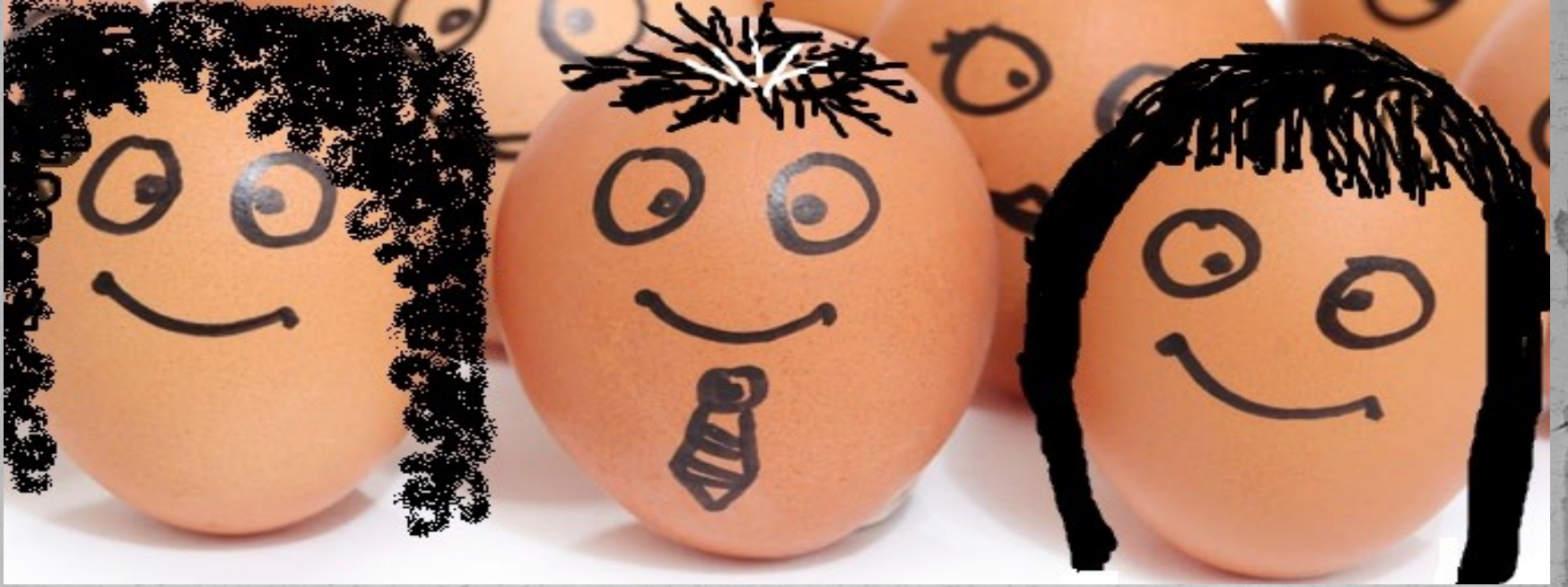


# AUDIOVISUAL GAMING NETWORK

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EGGS ON THE DOOR

# Team Members



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# OUTLINE OF PRESENTATION

- Introduction
- Project Purpose & Motivation
- Design
- Implementation
  
- What We Have Done
- Video Demo
- What's Next
- References

# PROJECT PURPOSE

- Support the video-conferencing and games in a single platform
- Create a platform everyone can enjoy

# Market Research - Skype

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

# Market Research - Facebook

- 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

# DESIGN

- *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

Eggs Multiplying Click to edit Master text styles

Create a Conversation or Join

Second level

Third level

Fourth level

Fifth level

Server Name:

Remote IP:

Password:

User Name:

Password:

Status: **Unconnected**

# User interface - Chat Window

The screenshot shows a window titled "Hosting Remote User" with a blue header bar. Below the header, there are two tabs: "Invite People" and "Games". The main content area is divided into several sections:

- Text List:** A list of text items, each preceded by a small square icon:
  - Second level (yellow text)
  - Third level (white text)
  - Fourth level (white text)
  - Fifth level (white text)
- Send To Flash:** A button located below the text list.
- Video Feed:** A small video window showing a person wearing a headset.
- Game Area:** A large central area displaying a game board with various colored shapes (green, orange, red, purple, blue) on a purple background.
- Game Controls:** A vertical stack of buttons on the left side:
  - Start Game
  - Camera: ON
  - Sound: ON (highlighted with a mouse cursor)
- Chat Window:** A window at the bottom right showing a message: "--- Connected with guest". Below the chat window is a text input field and a "send" button.

# 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

# How does it work ?

- Each computer
  - Streams its own audiovisual data
  - Sends game move which its player made
  - Gets remote computer audiovisual data
  - Gets 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

# Click to edit Master text styles

## Second level

### Third level

#### Fourth level

#### Fifth level

Send To Flash



Flashoutput:



Send to C#

Start Game

Camera: ON

Sound: OFF



--- Connected with guest  
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ne d



send

# 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



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