

# iOS Application Development

## Projects

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**RWTHAACHEN**  
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# Seminar

- Send us slides and demo code until this Friday (13.12.2018)
- Send a **gigamove** link containing the following to [voelker@cs.rwth-aachen.de](mailto:voelker@cs.rwth-aachen.de):
  - Slides (PDF; if possible also Keynote and Powerpoint files)
  - Demo code (**commented**)

# Topic: Games

- Games beyond standard touch
  - Use the sensors of the device to play the game
- Use at least 2 frameworks (1 from the seminars)
- Fokus on the interaction!





# Location Based Games



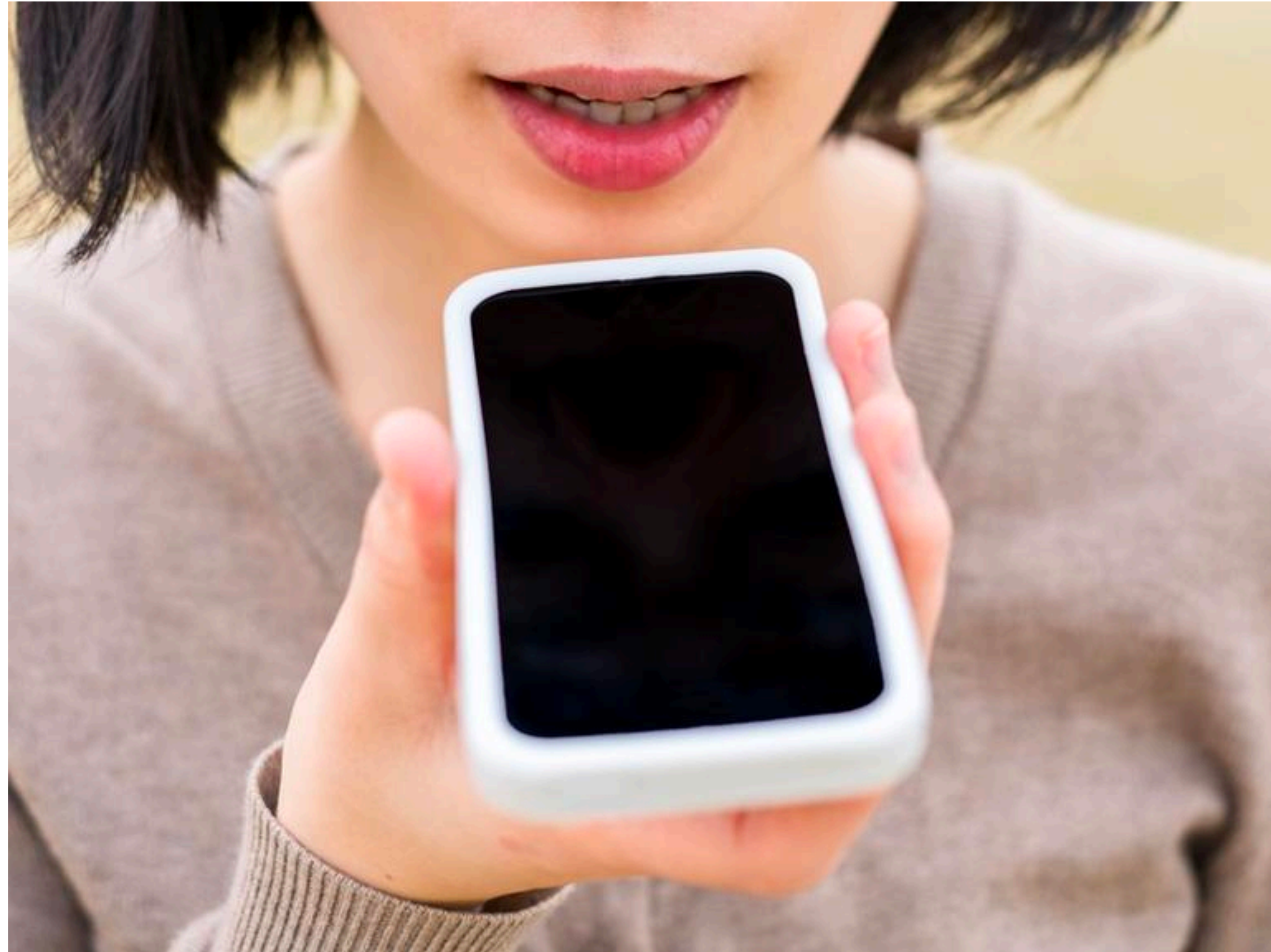


# Sound





# Voice





# AR



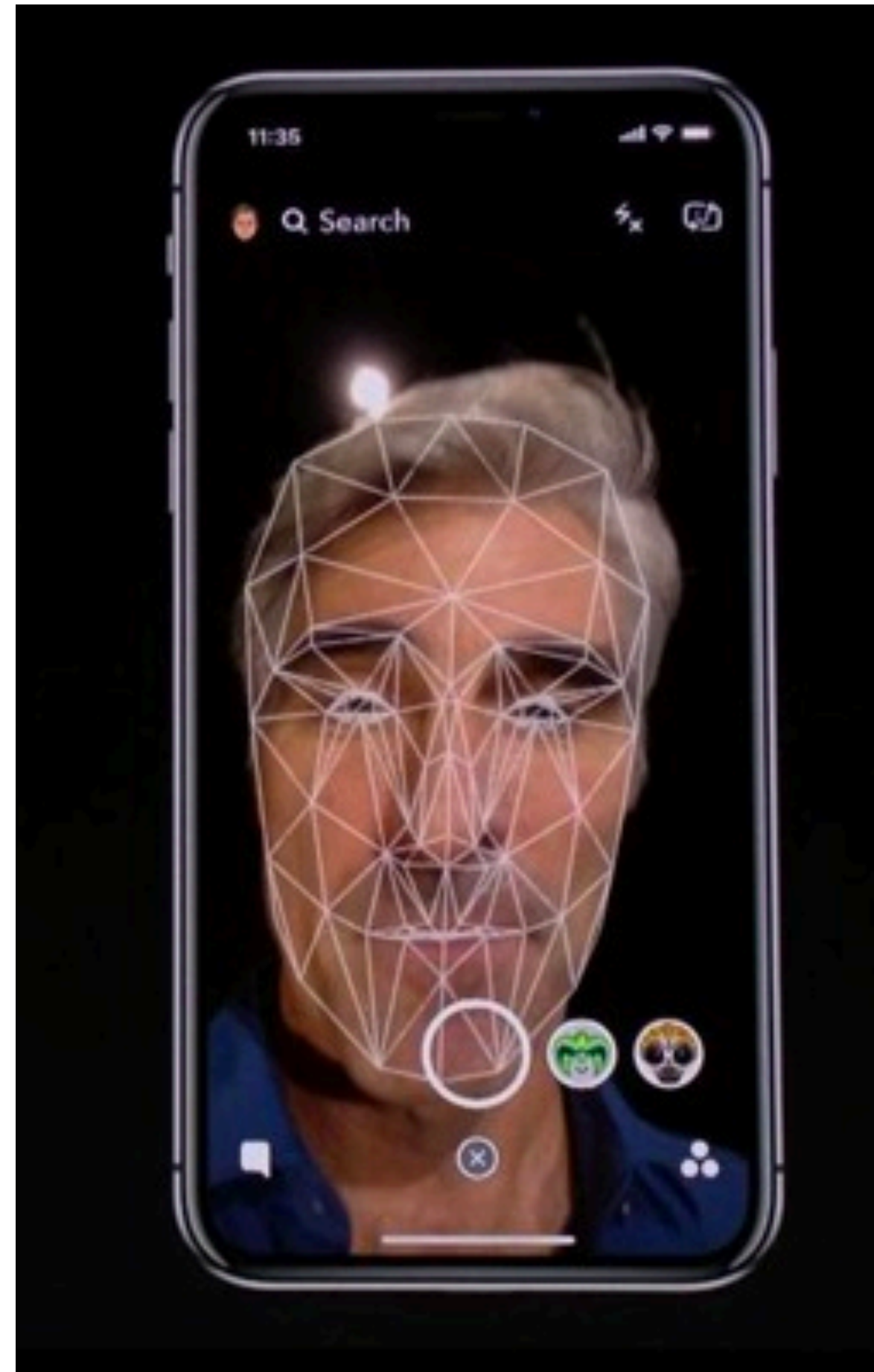


# Computer Vision



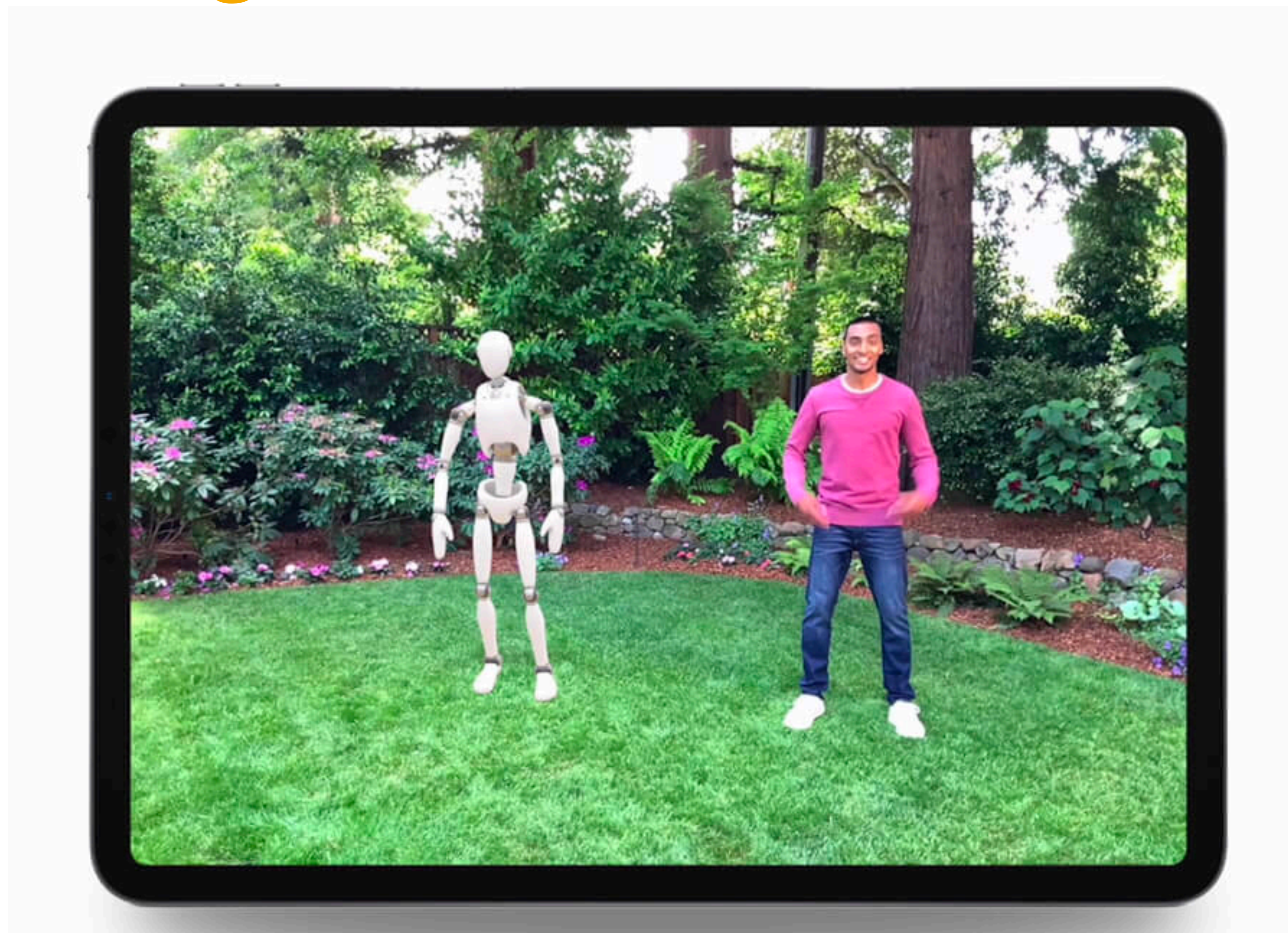


# Face Gestures





# Body Tracking





# Project

- Groups of 3
- Today: Group formation and start brainstorming
- Next week: First meetings
  - 20 min. meeting per group
  - Time slots:
    - Mondays: 12:00, 12:20, 12:40, 13:00, 13:20, 13:40, 14:00, 14:20
    - Tuesdays: 09:40, 10:00, 10:20, 10:40, 11:00, 11:20, 11:40





# Work Schedule (Suggestion)

- 5 weeks



Brainstorming &  
Game Design

Ideas & Research

Implementation  
& Testing

Implementation  
& Testing

Implementation  
& Testing

Presentation  
& Code  
Submission



# Deliverables

- Final presentations: 28.01.2020
- Until 31.01.2020:
  - Slides (PDF; if possible also Keynote and Powerpoint files)
  - Code (**commented**)
  - 1 min Video that show cases your game
- Send a **gigamove** link to [voelker@cs.rwth-aachen.de](mailto:voelker@cs.rwth-aachen.de)



# Today

- Find a group
- Fill out the group sheets and mark **three** time slots
- Start brainstorming
- We will go around and talk to answer questions / collect the members of each group