

MOBILETVGAMES – PORTFOLIO

Summary

So far, MobileTVGames published 4 games on Steam, three of which require a free cellphone app to play using a cellphone as a controller (either as a shotgun/patgun or a steering wheel).

Originally, the first three games (DuckHunts-MO and GoKart-NM) were developed in JavaScript and Node.js as web applications and later ported to Unity. JavaScript implementation was really interesting as you can see in this video [1]. You can get the games in JS form at the following link [2].

These three games are multiplayer in a local network while Poker-Texas uses our custom cloud solution to open user's local game server to the World so that players can connect using only a web browser.

Here we give a brief description of the games - more can be found on Steam. All games have available demo version on the Steam which has almost the full functionality. However, if you would like to try the full game experience - email me so I can send you a promo key. We started associating US state name for each game and hopefully, we will make a game for each of the US states.

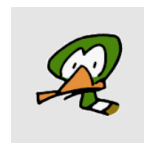
DuckHunt – Missouri



The DuckHunt – Missouri was the very first game with an unusual origin. Originally we discovered a way to use a cell phone camera to determine where it is aimed at the computer screen. The detailed method is described in the paper [3]. This enabled using a cell phone as a laser pointer for the computer screen. Of course, the first idea for practical application was to turn the cellphone into a lightgun [4] and recreate a famous NES DuckHunt game from the 1980s.

In the game players use their cell phones to shoot ducks on the computer screen. The network traffic per player is around 60 bps which makes it possible to have hundreds of players on the same screen.





- » Made with Unity.
- » Game on Steam [↗](#)
- » Instructions video [↗](#)
- » Required Android app. [↗](#) Required iPhone app. [↗](#)

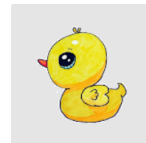


»»» DuckHunt – Missouri – Kidz



This game is not much different from the original DuckHunt – Missouri. It is a variant for kids with no violence whatsoever. We want our games to be fun for everyone! Moreover, in this game the players get to choose the color of their paintballs – which splatter if they hit or miss the target with or without a stencil respectively. This adds a nice artistic moment if more players are playing with different paintballs colors.

- » Made with Unity.
- » Game on Steam 
- » Instructions video 
- » Required Android app.  Required iPhone app. 







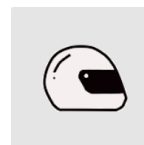
GoKart – New Mexico



Driven by the idea of the cellphone as the ultimate game controller we wanted to create a fast-paced (realistic) racing game where in local multiplayer mode players use their cellphones as steering wheels (by turning the phone) while gas and brake are continuous via touchscreen.

Some custom technical solutions are implemented in this game such as hearing other players' nearby cars on your phone respecting the distance and speed – i.e. the Doppler effect is included. Also, phone vibration is used to simulate skidding or driving on rough terrain. Also, some artistic touch to the game is added by choosing custom color of the players gokart and that color is used for tires skidmarks which remain on the track forever. Also, the player can use the sunglasses in that color during the game. Some other control features are available via buttons on the phone - such as turning on lights, signaling horn or turning drivers head via onscreen joystick to look around.

- » Made with Unity.
- » Game on Steam 
- » Instructions video 
- » Required Android app.  Required iPhone app. 



» » » Poker – Texas

Poker – Texas was developed with intention to recreate the experience of a home game of no-limit Texas Hold'em on the Internet. The game offers some advanced options to configure each table – hosting up to 10 players per table. Some of the options are: straddle, rabbit hunting, and as the most advanced option – multiple runs for every sidepot.

The game runs a local server on the user's computer and uses our custom cloud-based solution that enables an ssh tunnel to expose that local server to the world so that other players can join using only a web browser.



- » Made with Phaser3.js and Node.js.
- » [Game on Steam](#) ➤
- » [Instructions video](#) ➤
- » [Game Instructions pdf.](#) ➤

References

- [1] *JS and parallel programing making games in JS*, YouTube video. ➤
- [2] [MobileTVGames webpage](#) ➤
- [3] *Smartphone camera based pointer*, ArXiv Paper ➤
- [4] [LightGun – Wikipedia](#) ➤