

Maemo/MeeGo Games with Accelerometer-based Control

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Abstract

This project consist of two applications for Maemo/MeeGo platform: Liquid and Shariks. Both applications use accelerometer-based control.

Liquid is a funny graphic editor where brush control is performed by accelerometer or touchscreen of a tablet. It may be useful for children to improve their motor functions or for other users as amuzing application. Besides basic drawing tools (Brush, Eraser, Color Tool), Liquid has additional tool Ice which is local Blur effect and fullscreen Blur.

Shariks is an accelerometer-based game. In this game player must use the Ball to collect smaller balls (TailBalls), which cling onto player's ball using links (it has spread physics). After certain period of time linked TailBalls becomes green. Then user can score points by tapping the screen. On high speed links break. Also there are several other types of randomly moving balls on the game field. These are CrazyBalls and Stars. CrazyBalls periodically move fast and can break links between Ball and TailBalls. If player's Ball touches Star, then player loses one life. The goal of the game is to reach highest score.

Index Terms: game, accelerometer, graphic.