

SCHOOL OF COMPUTING  
CS 4344 NETWORK AND MOBILE GAMES

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**CS4344: LAB EXERCISE 3**

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Note: After completion upload the ZIP/RAR file containing the complete project directory to IVLE (lab3- network game 2). This is a graded LAB. Submissions should be done by 15/09 FRI 5 PM.

Note: Part 2 of the lab exercise will be announced during this LAB session (not same for Wednesday and Thursday batches).

1. Develop a Bluetooth client MIDlet that sends the coordinates of a Sprite which is controlled by the user to a Bluetooth server MIDlet.
2. Develop a Bluetooth server MIDlet that receives the coordinates from the Bluetooth client MIDlet to update the position of its own Sprite.
3. **Part 2:** ----- on the spot -----

Options:

- Use **btspp** or **btl2cap**

Reference:

- i. Slides and Sample Codes in the course website.
- ii. <http://forum.nokia.com>
- iii. <http://www.benhui.net> [*sample code for Device and Service discovery*]
- iv. <http://developer.sonyericsson.com>

Additional works (not graded):

4. Discover devices and services before establishing connection.
5. Convert the above to a simple 2 player game over Bluetooth.
  - i. For eg., Use two sprites (2 space ships: Army ship & Alien ship) for two players. Let the Army ship chase the Alien ship. The alien ship will be destroyed if the Army ship hits it.
  - ii. Introduce some hurdles in their path dynamically.