NANYANG TECHNOLOGICAL UNIVERSITY
SINGAPORE

School of Computer Science and Engineering
College of Engineering

Virtual Bowling

using a Mobile Phone

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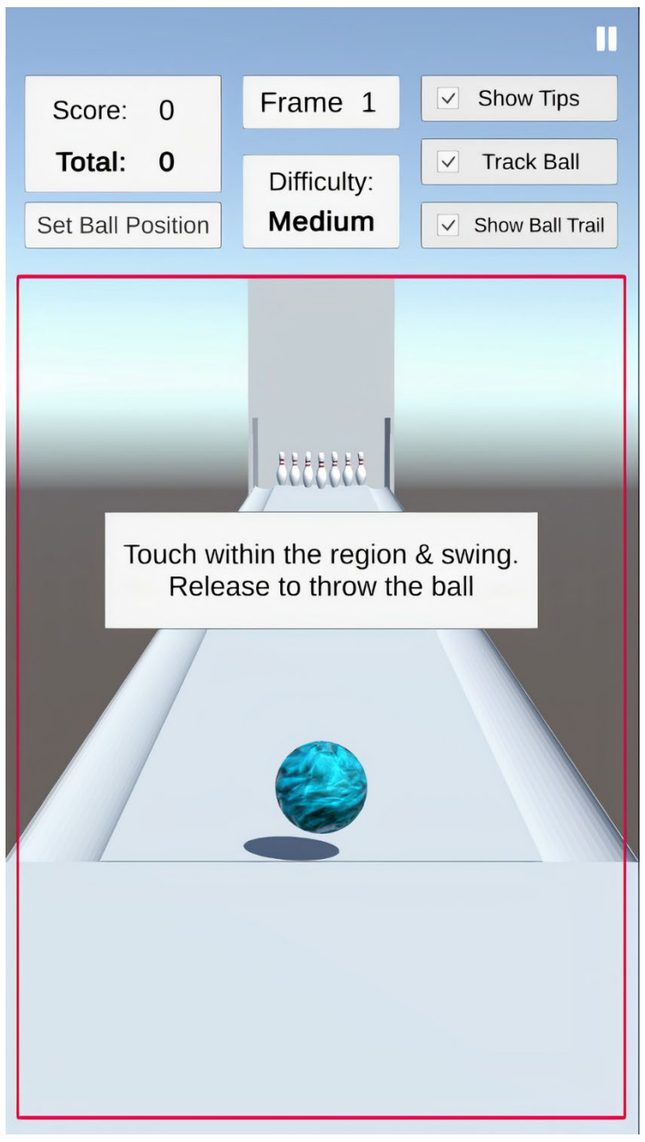

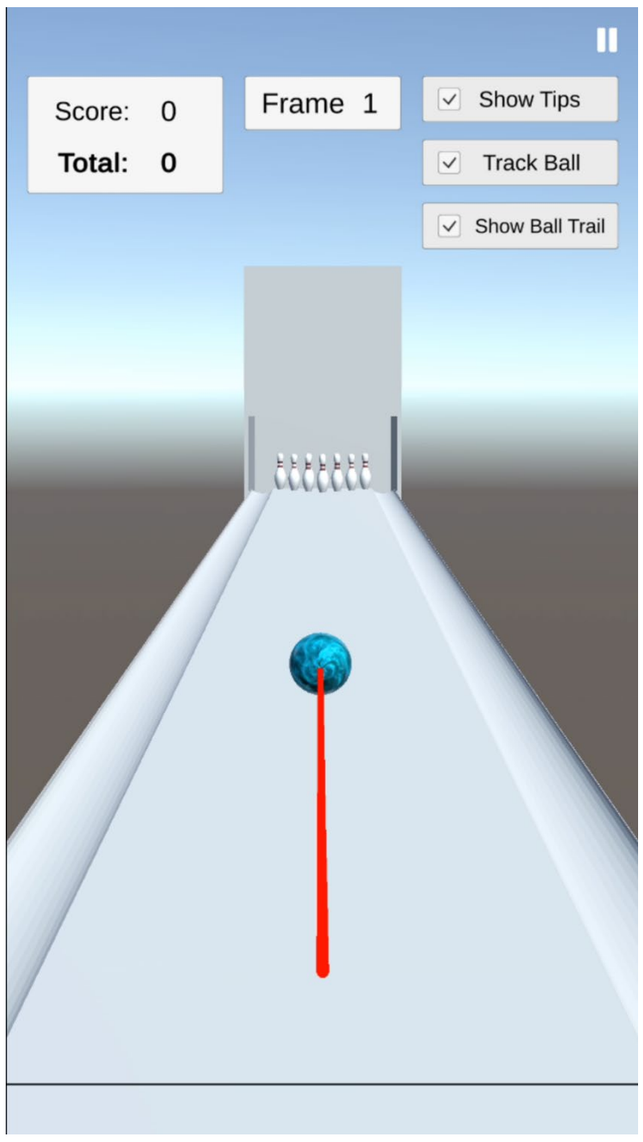

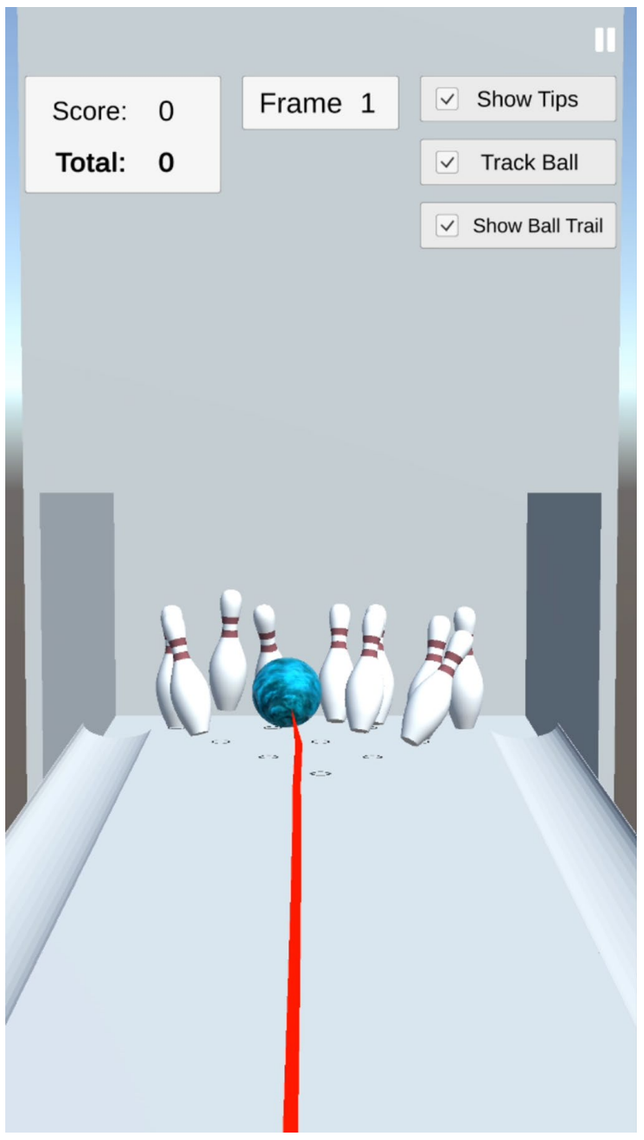

Project Objectives:

This project explores the possibility of creating an engaging, and realistic bowling game on an Android mobile phone that utilises the embedded MEMS sensors.

The game reads the player's swing gesture to throw the bowling ball and roll it down the bowling lane, knocking down any bowling pins in its trajectory. The game also allows players to perform various bowling throws on their phones and provides feedback on their performance. The game does not require any additional devices to encourage more players to play the game.

Main Features

1. Read player’s swing gesture to throw the ball
2. Knockdown bowling pins
3. Evaluate player’s performance
4. Provide players with more strikes depending on their performance