



Smartphone Battle

A smartphone's performance is about more than just processing power. Other important factors include screen and camera quality, WiFi and cellular performance and the accuracy of its sensors. Some companies do sophisticated analyses of camera performance, but this requires expensive specialized equipment. WiFi and cellular performance can be tested, but it involves manual setup and requires careful controlling of the test environment.

The goal of this thesis is to implement a game that lets two users battle each other. The game should be fun and at the same time evaluate some aspects of the phones, e.g., camera, microphone, accelerometer, and so on. We also want to collect data from the battles in order to rank phones and users. There already exists an app from a prior project. You can improve the old app or implement a new one from scratch. If this sounds interesting to you, please do not hesitate to contact us so that we can have a chat!

Requirements: Creativity and prior experience with Android programming is an advantage. The student(s) should be able to work independently!

Interested? Please contact us for more details!

Contacts

- Simon Tanner: simon.tanner@tik.ee.ethz.ch, ETZ G97
- Gino Brunner: brunnegi@student.ethz.ch, ETZ G63

