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r2 - 06 May 2008 - 00:59:26 - PamShill

iPhone Development

This project would give participating students an opportunity to work with the new iPhone SDK to create a collaborative application in addition to traditional desktop-based application development. The team would create a desktop "server" application to provide an overview of a 3D virtual world. Additionally, an iPhone application would be created to allow each user to control a vehicle in the networked virtual environment. This could take the role of a multiplayer game.

The Team

Eliot Winer?	Faculty member
Ken Kopecky	Graduate student mentor
Brandon Newendorp	Graduate student mentor
Jasemine Jones?	Intern tasks?
Nizar Khalife Iglesias?	Intern
Paul Clay	Intern

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