



**Department of Computer Science & Engineering**  
***Academic Session 2022-23 [Odd Sem]***

**B.TECH PROJECT [KCS753]**

**Project Progress Report – 3**

**Project Title:** Cyberpunk

**Type Of Model:** Web Based Application

**Project Objective:** This project aims to develop an internet web browser-based strategy game application. Strategy games engage the player for a long time and improve cognitive skills. This game application is divided into two sections. First section of game is virtual betting in which the user gets virtual money and uses that money to bet on real time sports. The money made in the betting section will be used in the second section of the game i.e., Business strategy game. This business strategy game is similar to the monopoly game in which user has to buy sections of the game and earn by renting it. To develop this web application, we are using internet programming languages i.e., HTML, CSS, JavaScript, Bootstrap and Django, MySQL. The main aim of the game is to enhance users planning and thinking skills along with providing entertainment.

**Work Completed:**

- Two module is completed. Website login credentials are completed.
- Created a navigable home page which have access to the other web pages.

**Percentage of Work Done:** 65% till 17/04/2023.

**Progress of Work:** Designing launcher for web based game.

**Name of the team member:**

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Name & Signature of the Project Guide

