

A
Project Report on
Gaming and Chatting Application
Submitted to
Savitribai Phule Pune University

In the partial fulfillment of the requirement of the award of the degree of
Bachelor of Business Administration- Computer Application,
TYBBA – CA, Sem VI
Academic Year 2019-20

By
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Under the guidance of
Prof. Amit Tale

Through

MIT | **Arts, Commerce
& Science College**

Alandi (D)- Pune 412105



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CERTIFICATE

Department of Computer Application

This is to certify that **Ms. Solaskar Pranalee Mansing**, Exam Seat No. _____, of TYBBA-CA, Sem VI, has successfully completed project work entitled **Gaming & Chatting Application** in the partial fulfillment of the requirement of the degree of Bachelor Of Business Administrator-Computer Application for the Academic Year 2019-2020

Prof. Amit Tale

Project Guide

Prof. Akshada Kulkarni

Head of the Department

Internal Examiner

External Examiner

Acknowledgement

The words are not enough to express my thanks to **Dr. B. B. Waphare, Principal, MIT Arts Commerce and Science College Alandi (D)** for providing me with the opportunity to avail the excellent facilities and infrastructure of the institute.

It is my proud privilege to express my profound gratitude to **Prof. Akshada Kulkarni, HOD, Computer Application Department**, for her astute guidance, constant encouragement and sincere support throughout my academic course.

I would like to express My Profound Gratitude to **Prof. Amit Tale** for his inspiration, constructive suggestions and affectionate guidance in my project work completion.

Last but not the least, I express my sincere thanks to all my dear friends and family members for their constant motivation, moral support and invariable direction throughout my life.

DECLARATION

I, **Solaskar Pranalee Mansing**, hereby declare that this project work entitled **Gaming and Chatting Application** submitted at MIT, Arts Commerce and Science College, Alandi(D), (Affiliated to Savitribai Phule Pune University) is a record of original work done by me under the supervision and guidance of Prof. Amit Tale, Department of Computer Application.

Signature:

1. Name of Student : Solaskar Pranalee Mansing
Exam Seat No.: _____

Place : Alandi (D), Pune

Date : _____

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INTRODUCTION

Project Insight:

The project titled as “Gaming and Chatting application” is a software application developed using java with NetBeans IDE and oracle database. This software is basically for chatting and gaming purpose. This system allows users to chat and play with friends, relatives, etc.

To start chatting, the user will have to register first in this system and login with the username and password. The user needs to send request to the person with whom the user want to chat. Users are allowed to send private messages to other person if he/she accepts the request.

For gaming, the user needs to register/login into the system. The user will choose the game and then the opponent(s). Then the game begins. The system will display the results, when the game ends.

Objective:

The main purpose of this application is to provide users an application where they can chat and play games either alone or with friend(s).

Other objective is to to give the users satisfaction to all the user by fulfilling their requirements and needs.

The system will also keep the records of the users who chat, managing communication between users, players, their scores, etc.

Scope:

In this Gaming and Chatting application, the user(s) can play ludo, snake and ladder, tik tack toe,etc and can chat.

The proposed system mainly covers the following

- Login form.
- Create account form.
- Menu
- Choose friend.

- Choose game.
- Rules/ How to play.
- Game
- Result/ score.
- Chat page.

PROPOSED SYSTEM:

- Gaming and chatting application system is develop to provide gaming and chatting platform for user.
- The system maintains all rules and regulations for every game as well as for chatting.
- Objective of the system is to maintain allrecords for every game and chat.
- The system willmaintainingall the details of the users (People who chat and play, chat records, scores for each player and each game.
-

ANALYSIS

Fact Finding Techniques

The following fact-finding techniques were utilized for gathering the information about the problem definition and requirements: -

Questionnaires

Questionnaires were given to orphanage rectors as well to find out what are the most important requirements from the system. The questionnaires comprised of mostly MCQs to help condense the data into groups.

Interviews

A few one on one interviews were conducted to get information about what difficulties do the orphanage rectors face in their day to day tasks.

Feasibility Study

Technical Feasibility

The firm has to purchase a Pentium machine or higher version the computer must be running window XP or greater having the software. As the hardware and software needed for designing and implementation of the system is already is technical feasibility.

Operational Feasibility

The main users of the system would be the person doing the present clerical job. A description of the method to operate the system would be enough having a graphical user interface the system will be user friendly. Also, they won't find it difficult to migrate to new system.

Economic Feasibility

This is concern with cost include for development and implement of the system and the benefits derived from it. The hardware and software requirement for the system is already available. The only cost involved is that of coding implementation and maintaining the system.

System Requirements

SOFTWARE REQUIREMENTS:

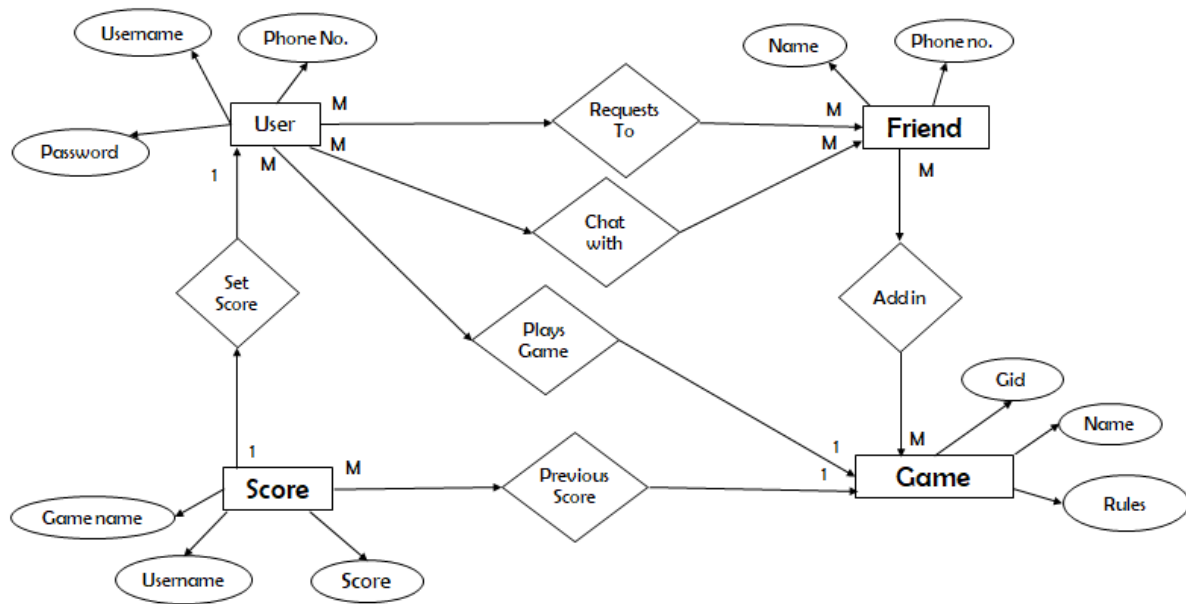
OPERATING SYSTEM : WINDOWS 7 OR LATER
DATA BASE : MySQL[5.2.44]
FRONT END TOOL : NETBEANS [8.2]
LANGUAGE : JAVA

HARDWARE REQUIREMENTS:

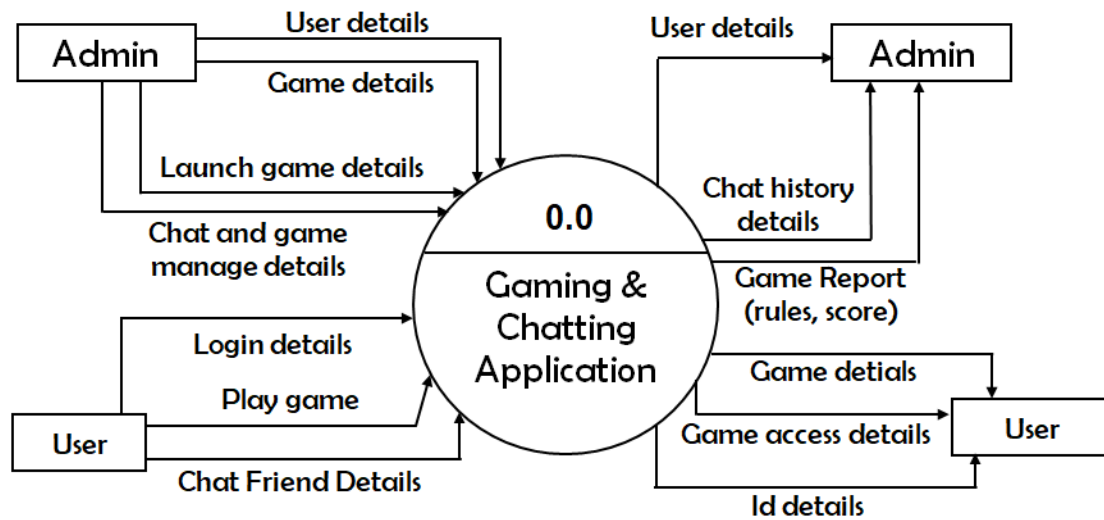
PROCESSOR : Pentium-IV
PROCESSOR SPEED : 2.4GHZ
MONITOR : COLOR MONITOR
HARD DISK : 40GB
RAM : 512MB
MOUSE : SCROLLING MOUSE
KEY BOARD : STANDARD KEY BOARD

System Design

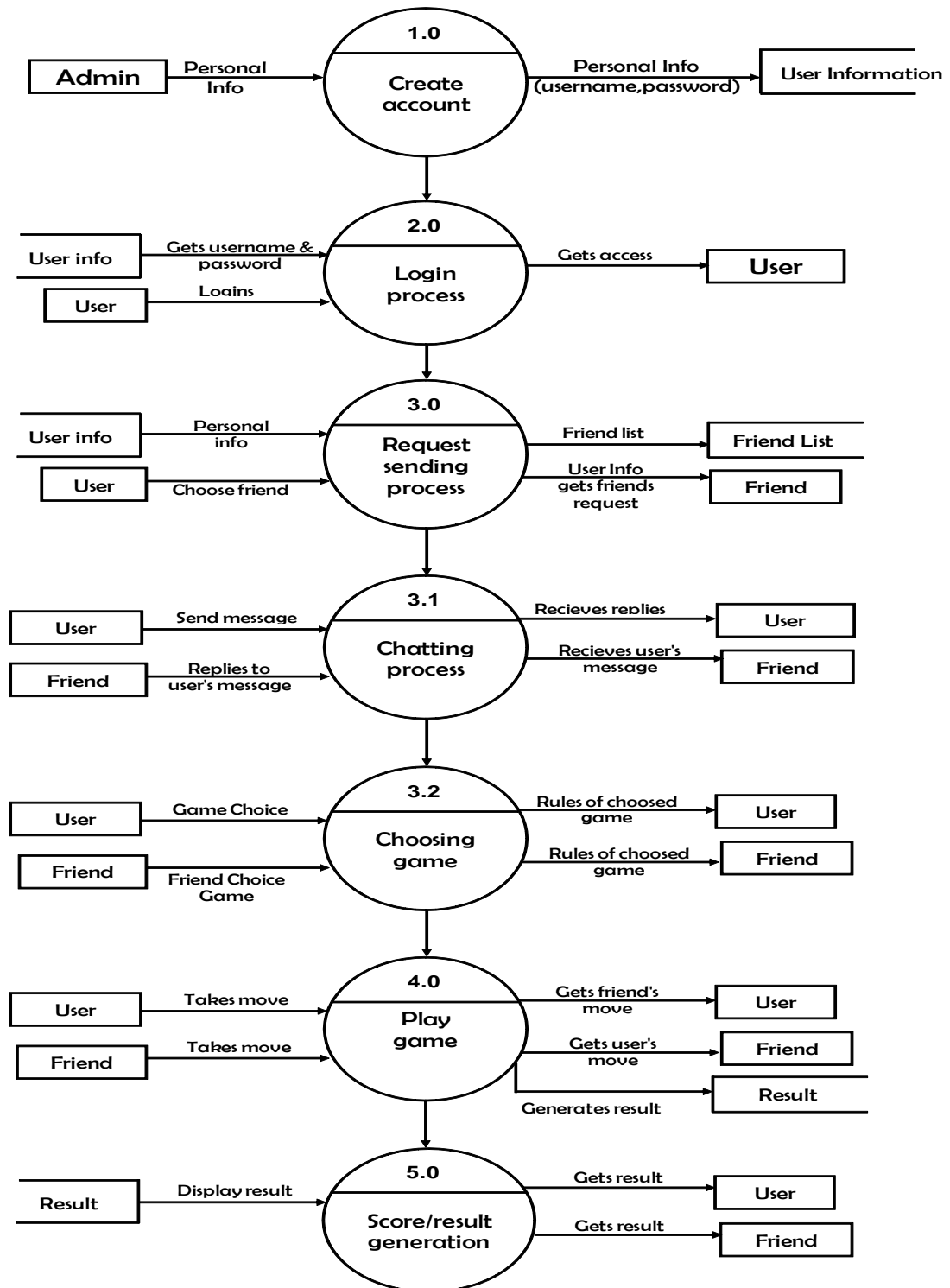
Entity Relationship Diagram:



Context Level Diagram:



Data Flow Diagram



Data dictionary

LOGIN

	Field	Type	Null	Key	Default	Extra
►	id	int(11)	NO	PRI	NULL	
	Name	varchar(20)	YES		NULL	
	DOB	varchar(20)	YES		NULL	
	USERNAME	varchar(20)	YES		NULL	
	PASS	varchar(10)	YES		NULL	

FRIEND

	Field	Type	Null	Key	Default	Extra
►	id	int(11)	NO	PRI	NULL	
	Name	varchar(20)	YES		NULL	
	DOB	varchar(20)	YES		NULL	
	USERNAME	varchar(20)	YES		NULL	
	PASS	varchar(10)	YES		NULL	

CHAT

	Field	Type	Null	Key	Default	Extra
►	sender	varchar(20)	YES		NULL	
	reciver	varchar(20)	YES		NULL	
	sender_msg	varchar(100)	YES		NULL	
	reciver_msg	varchar(100)	YES		NULL	

LUDO SCORE

	Field	Type	Null	Key	Default	Extra
▶	game_no	int(11)	NO	PRI	NULL	auto_increment
	first	varchar(20)	YES		NULL	
	second	varchar(20)	YES		NULL	
	third	varchar(20)	YES		NULL	
	fourth	varchar(20)	YES		NULL	

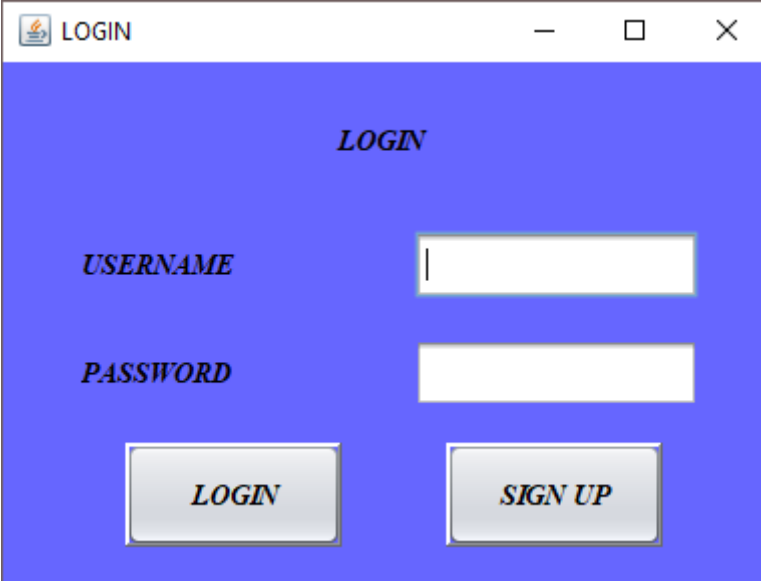
TIC TAC TOE SCORE

Result Grid | Filter Rows: | Export: | Wrap Cell

	Field	Type	Null	Key	Default	Extra
▶	game_no	int(11)	NO	PRI	NULL	auto_increment
	first	varchar(20)	YES		NULL	
	second	varchar(20)	YES		NULL	

Form Design (With input values)

Login Form:




LOGIN

USERNAME

PASSWORD

LOGIN *SIGN UP*

Login Form with input values:



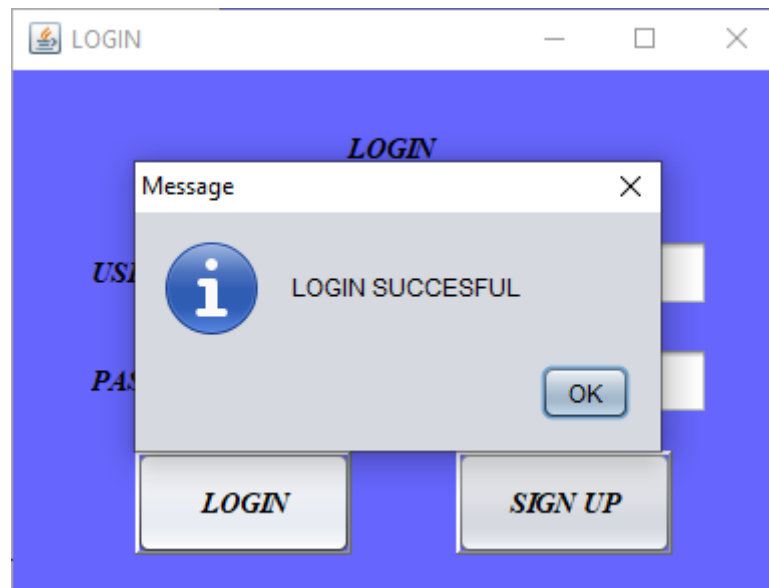
LOGIN

USERNAME

PASSWORD

LOGIN *SIGN UP*

Login Successful:




Registration Form:

The image shows a window titled "REGISTRATION" with a blue background. The form contains the following fields and labels:

- ID:** [Text input field]
- NAME:** [Text input field]
- DATE OF BIRTH:** [Text input field]
- USERNAME:** [Text input field]
- PASSWORD:** [Text input field]

At the bottom of the form, there are three buttons: "REGISTER", "LOGIN", and "RESET".

Registration Form(input values):

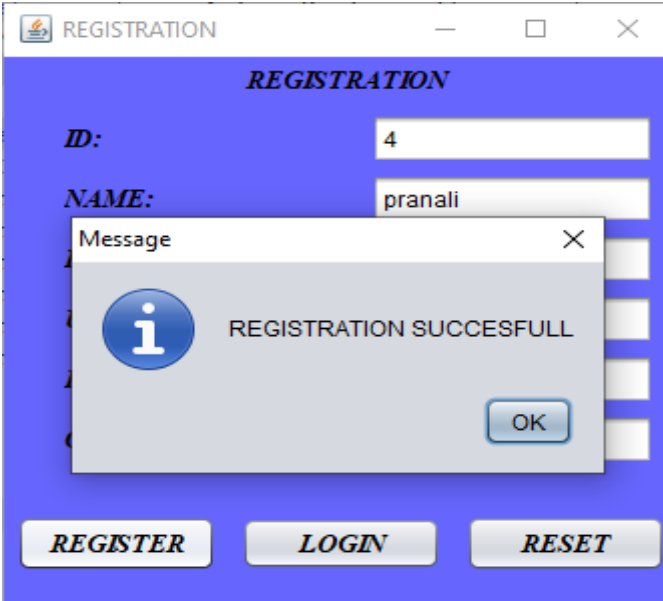


A screenshot of a web application window titled "REGISTRATION". The window has a blue background and contains several input fields and buttons. The input fields are labeled "ID:", "NAME:", "DATE OF BIRTH:", "USERNAME:", "PASSWORD:", and "CONFIRM PASSWORD:". The values entered in these fields are "4", "pranali", "17-12-1999", "pranali", "pranali", and "pranali" respectively. At the bottom of the form, there are three buttons labeled "REGISTER", "LOGIN", and "RESET".

Field	Value
ID:	4
NAME:	pranali
DATE OF BIRTH:	17-12-1999
USERNAME:	pranali
PASSWORD:	pranali
CONFIRM PASSWORD:	pranali

Buttons: REGISTER, LOGIN, RESET

Registration Form(Registration successfull)

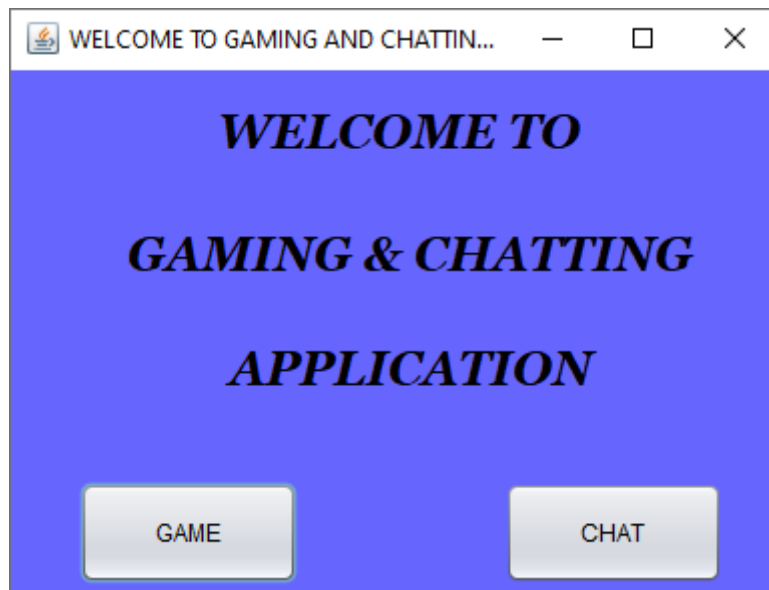


A screenshot of the same "REGISTRATION" window, but with a success message overlay. The message box is titled "Message" and contains an information icon (i) and the text "REGISTRATION SUCCESFULL". There is an "OK" button at the bottom right of the message box. The input fields and buttons in the background are still visible.

Message: REGISTRATION SUCCESFULL

Buttons: REGISTER, LOGIN, RESET

MENU FORM:



Games:

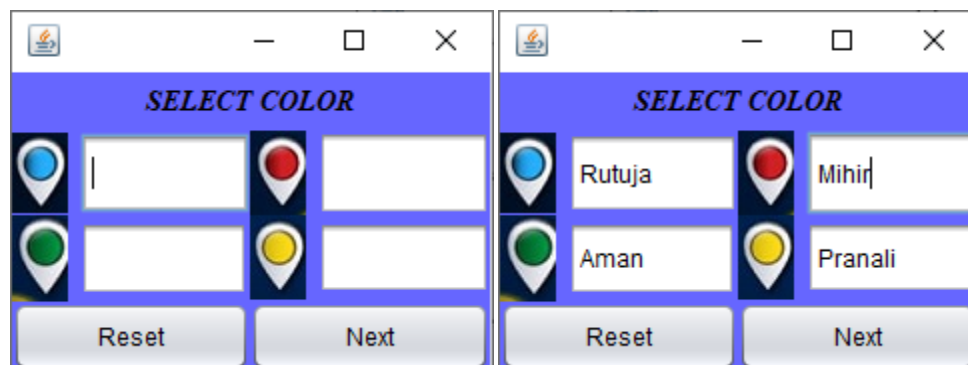


LUDO MENU :

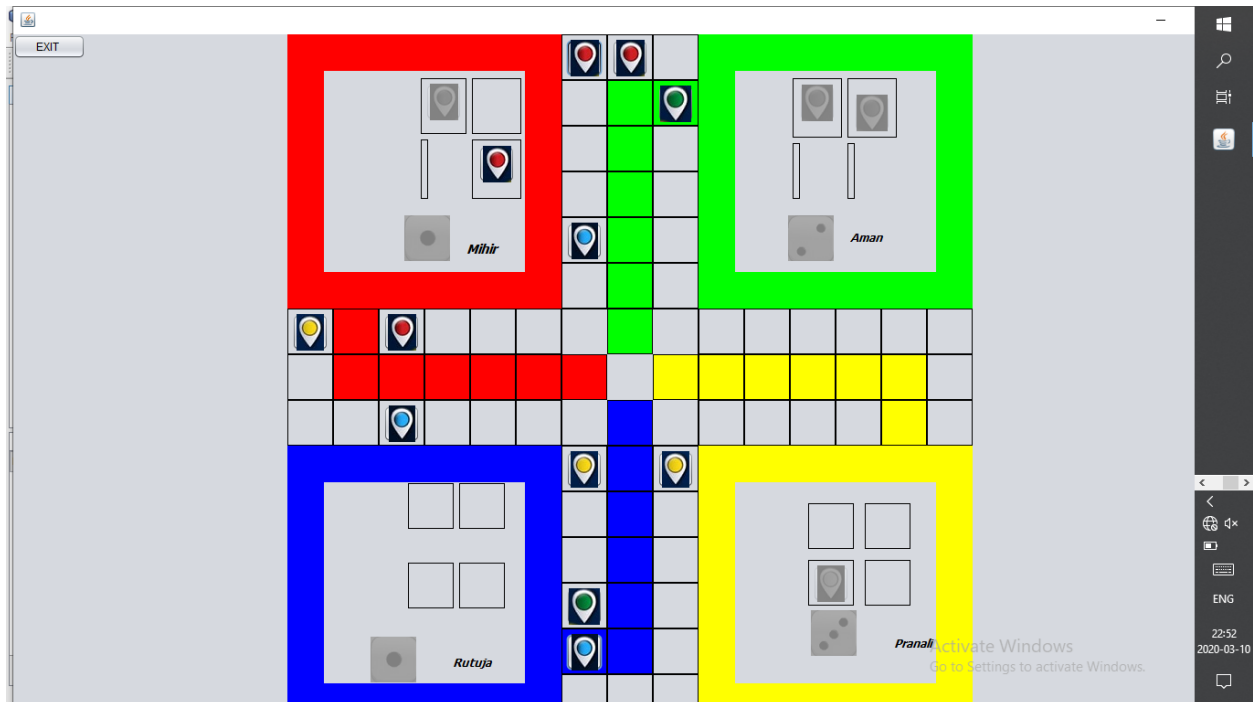
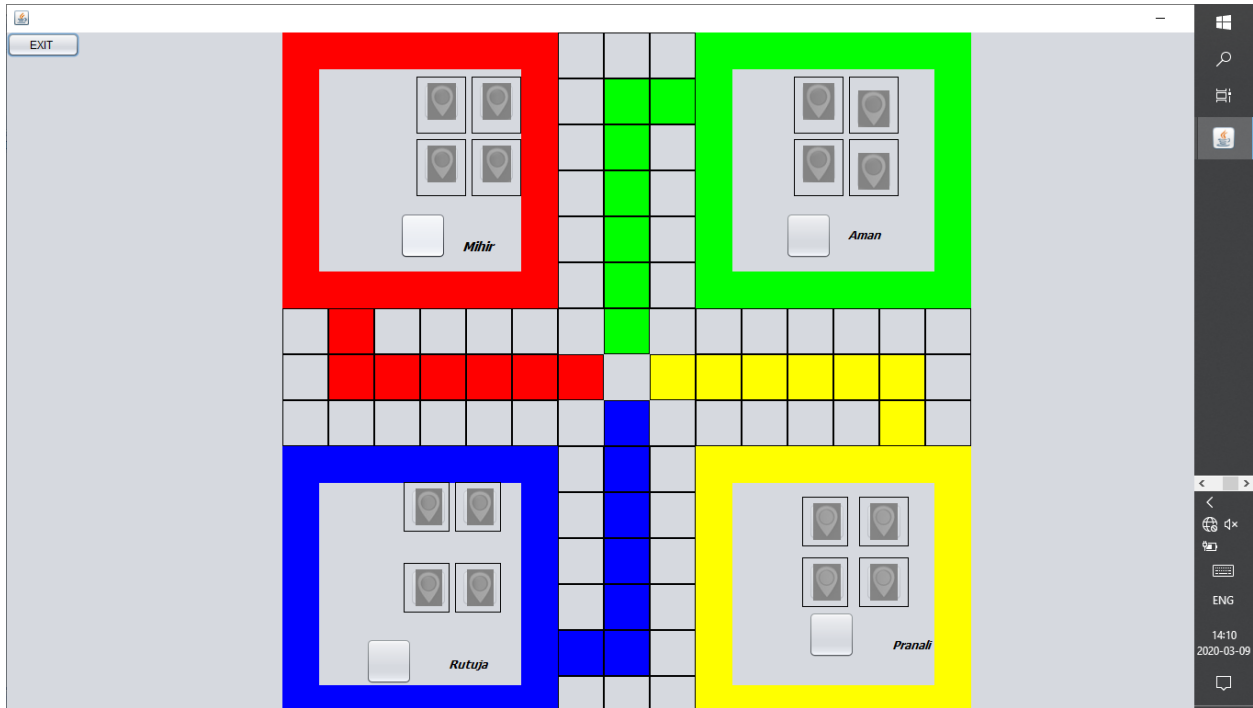


ON START BUTTON :

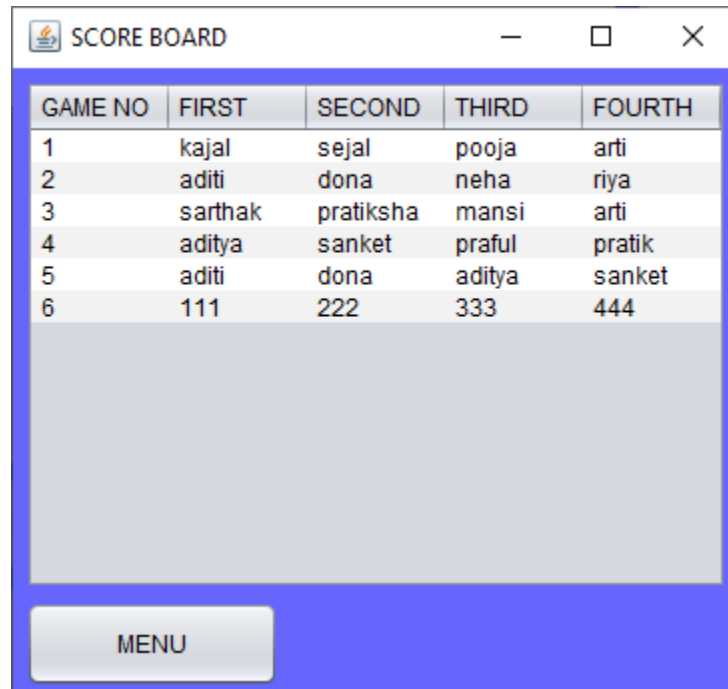
(Select colour)



LUDO:



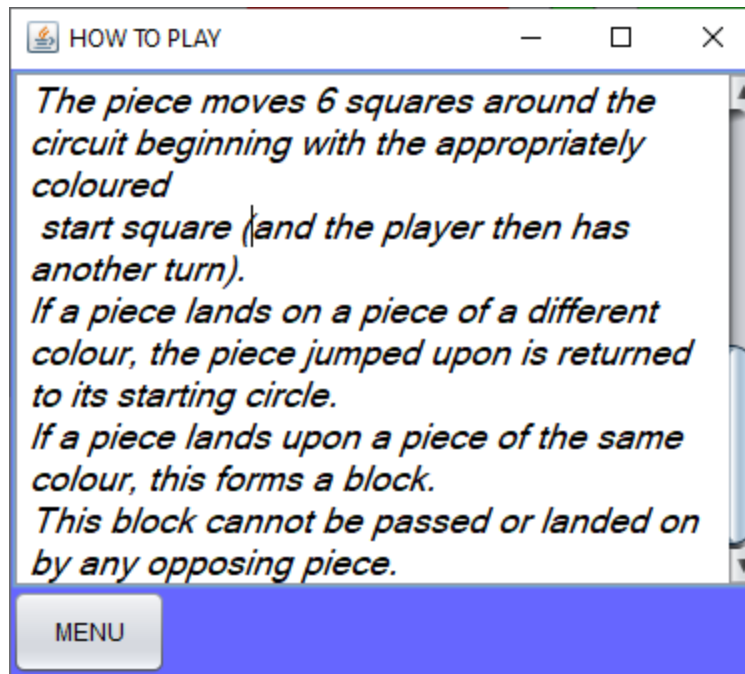
Score Board :



GAME NO	FIRST	SECOND	THIRD	FOURTH
1	kajal	sejal	pooja	arti
2	aditi	dona	neha	riya
3	sarthak	pratiksha	mansi	arti
4	aditya	sanket	praful	pratik
5	aditi	dona	aditya	sanket
6	111	222	333	444

MENU

How to play :



The piece moves 6 squares around the circuit beginning with the appropriately coloured start square (and the player then has another turn).

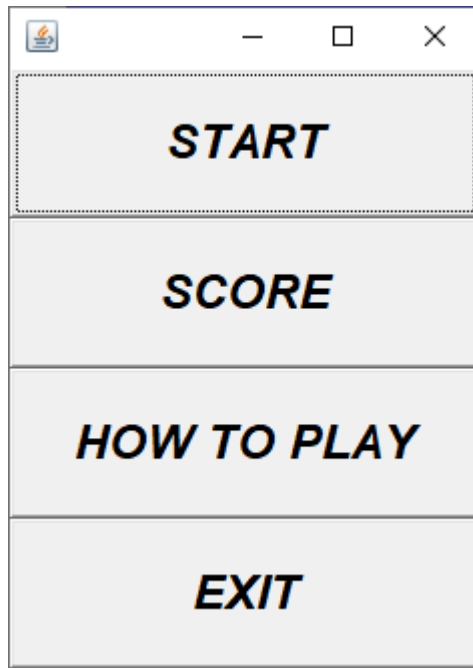
If a piece lands on a piece of a different colour, the piece jumped upon is returned to its starting circle.

If a piece lands upon a piece of the same colour, this forms a block.

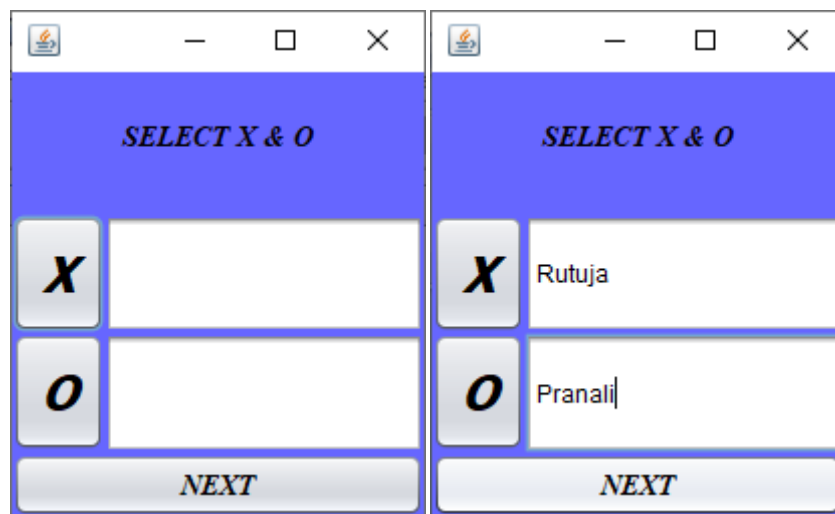
This block cannot be passed or landed on by any opposing piece.

MENU

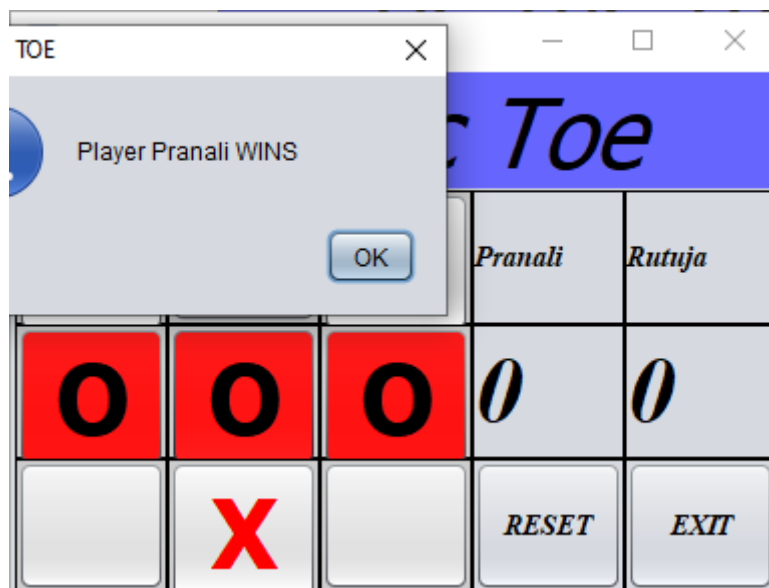
TIC TAC ToeMenu:



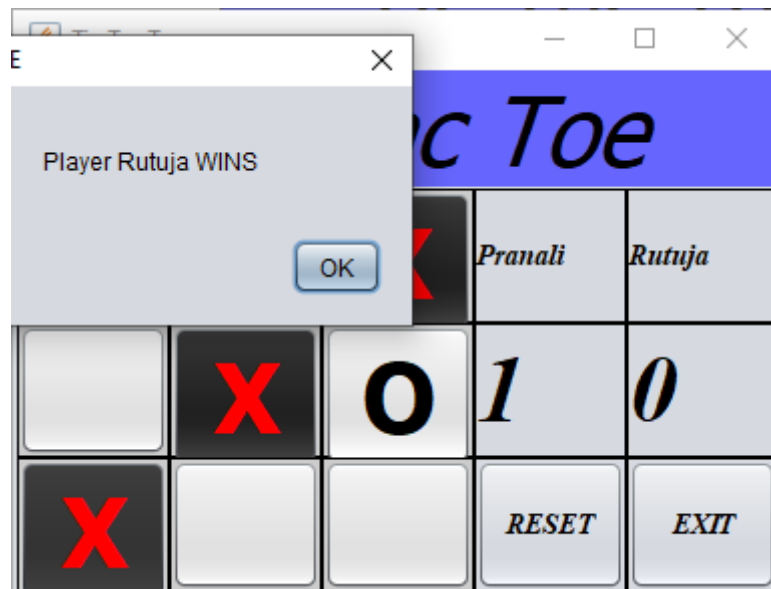
ON START Button :



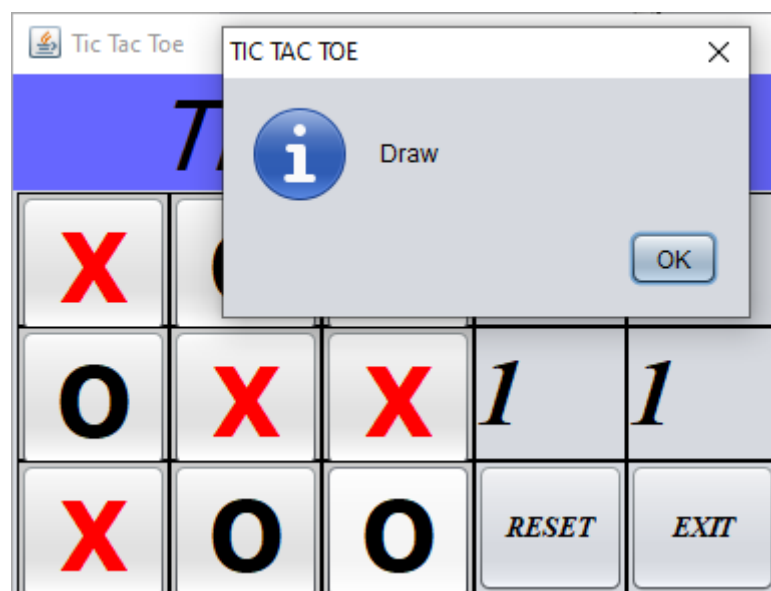
First match :



Second Match :



If DRAW :



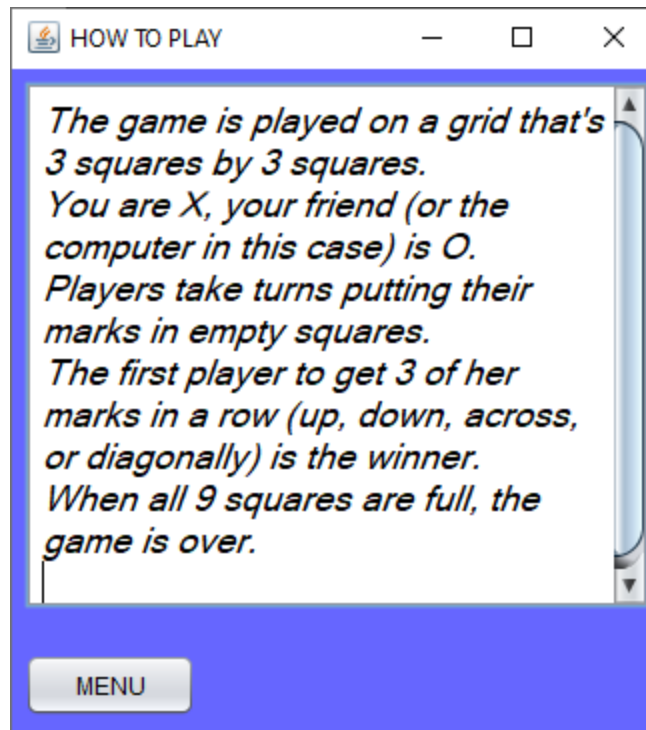
Score Board :



GAME NO	FIRST	SECOND
1	pratiksha	mansi
2	praful	pratik
3	neha	riya
4	Swara	Rutuja
5	Rutuja	Mansi
6	Sanket	Akansha
7	dona	riya
8	xxxx	oooo

MENU

How to play :

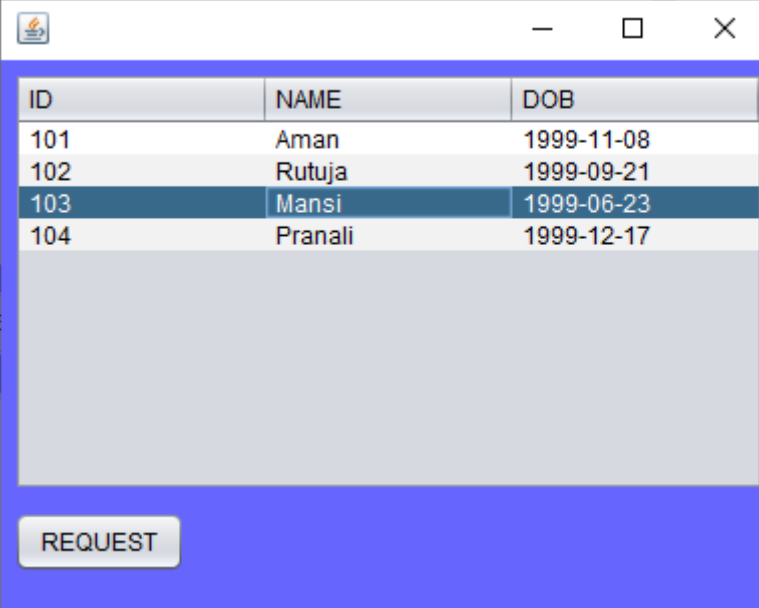


*The game is played on a grid that's 3 squares by 3 squares.
You are X, your friend (or the computer in this case) is O.
Players take turns putting their marks in empty squares.
The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
When all 9 squares are full, the game is over.*

MENU

ON Chat Button :

Friend list :

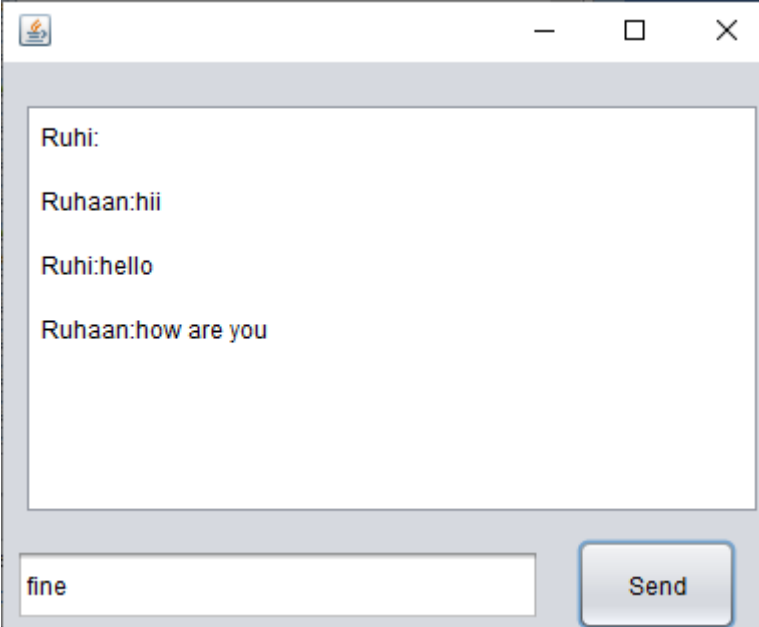


The screenshot shows a Java Swing window with a blue border and a white title bar. The title bar contains a small icon on the left and standard window controls (minimize, maximize, close) on the right. The main content area of the window has a blue background. At the top, there is a table with three columns: 'ID', 'NAME', and 'DOB'. The table contains four rows of data. The third row, with ID 103, Name Mansi, and DOB 1999-06-23, is highlighted in dark blue. Below the table is a large, empty rectangular area with a light gray background. At the bottom of the window, there is a button labeled 'REQUEST'.

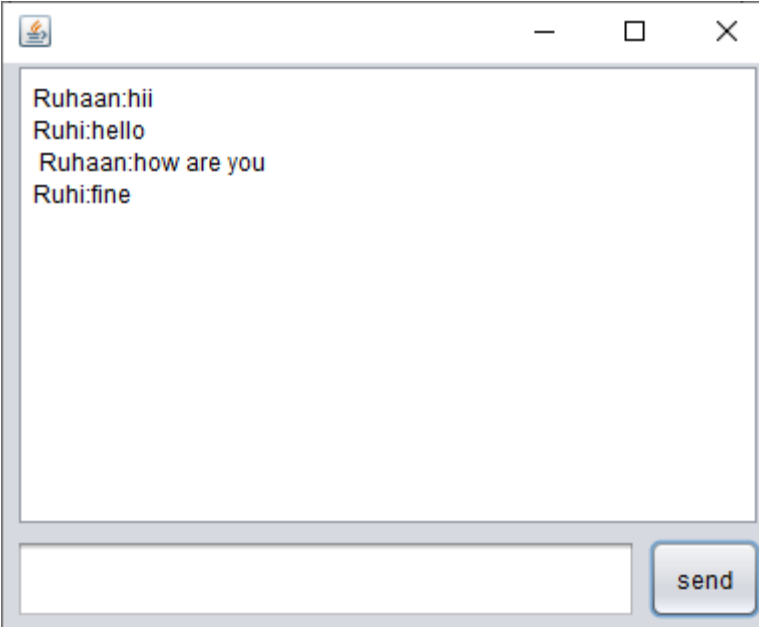
ID	NAME	DOB
101	Aman	1999-11-08
102	Rutuja	1999-09-21
103	Mansi	1999-06-23
104	Pranali	1999-12-17

REQUEST

ON REQUEST BUTTON :



A screenshot of a chat application window. The window has a title bar with a small icon on the left and standard minimize, maximize, and close buttons on the right. The main area is a large text box containing the following messages:
Ruhi:
Ruhaan:hii
Ruhi:hello
Ruhaan:how are you
Below the text box is a smaller input field containing the text "fine" and a button labeled "Send".



A screenshot of a chat application window, similar to the one above. The main text box contains the following messages:
Ruhaan:hii
Ruhi:hello
Ruhaan:how are you
Ruhi:fine
Below the text box is an empty input field and a button labeled "send".

LIMITATIONS

- *In Ludo and tic tac toe, all players must present at same place as it is a offline multiplayer game.*
- *Players must be connected to the same network for chatting.*
- *only four players can play the game, neither less nor more.*

FUTURE SCOPE:

With the current proposed system and the provided technology. Future scope of the project involves and update where the front end application be made into an Application.

With the use of internet technologies one would be able to access the database to add/delete/update records from any remote location.

BIBILOGRAPHY:

During the development of the above-mentioned project the following reference links, Books were used.

1. The Complete Reference JAVA [7TH EDITION].
2. Java and Advance Java Notes [Semester 5&6]
3. DBMS Notes [For ERD Purposes]
4. DBMS Notes [For Database Connectivity]
5. Websites:
 - a. <https://www.youtube.com/>
 - b. <https://stackoverflow.com/>
 - c. https://www.google.co.in/?gws_rd=ssl\