Catalogue Entry

COMP3000 Computing Project

MODULE LEADER: Shirley Atkinson

SUPERVISOR: Kimberly Tam

Project Title: Technical adversary  
  
Product Description:

The project vision is to be an assistant to help aid lectures from the cyber security department in helping students at the University of Plymouth, the main aim of the project is to offer support for students who have difficulty learning how to make, understand, and show how virus is transmitted through out the world by including an interactive map, to display relevant information. The virus will be gamified purely to show how a virus is made – this is to protect the internet and an individual’s computer as producing a live virus would cause various issues. The project aims to help lectures by providing an interactive game with to aid teaching. This project was inspired by the Coronavirus (Covid-19) outbreak and the rate of infection the project will delve into similar games such as Plague Inc. The project will involve a log in system to provide security so that the website cannot be accessed from unauthorised users. The project will be a web application, made by using Visual Studio and Mysql.