A Multiplayer Cross Platform Game with Mobile and Virtual Reality

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Contents

*About this project

Abstract   A brief description of what the project is, in about two-hundred and fifty words.

Authors   Explain here who the authors are.

Introduction The introduction should be about three to five pages long. Make sure you use references [1]

Context

- Provide a context for your project.

- Set out the objectives of the project

- Briefly list each chapter / section and provide a 1-2 line description of what each section contains.

- List the resource URL (GitHub address) for the project and provide a brief list of the main elements at the URL.

1 Filler

1.1 More filler

2 Filler

Methodology About one to two pages. Describe the way you went about your project:

- Agile / incremental and iterative approach to development. Planning, meetings.

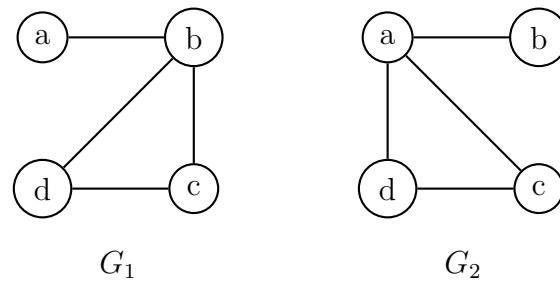- What about validation and testing? Junit or some other framework.
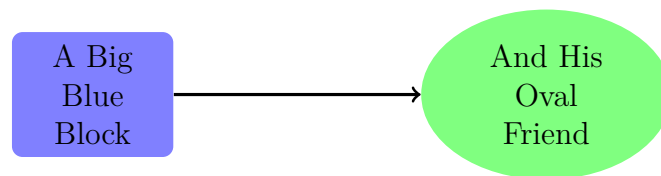
Figure 1: Nice pictures

Figure 2: Nice pictures

- If team based, did you use GitHub during the development process.

- Selection criteria for algorithms, languages, platforms and technologies.

Check out the nice graphs in Figure 2, and the nice diagram in Figure **??**. Technology Review About seven to ten pages.

- Describe each of the technologies you used at a conceptual level. Standards, Database Model (e.g. MongoDB, CouchDB), XMl, WSDL, JSON, JAXP.

- Use references (IEEE format, e.g. [1]), Books, Papers, URLs (timestamp) – sources should be authoritative.

3   XML

Here's some nicely formatted XML:

```xml
<this>
  <looks lookswhat="good">
    Good
  </looks>
</this>
```

System Design As many pages as needed.

- Architecture, UML etc. An overview of the different components of the system. Diagrams etc. . . Screen shots etc.

Column 1	Column 2
Rows 2.1	Row 2.2

Table 1: A table.

System Evaluation As many pages as needed.

- Prove that your software is robust. How? Testing etc.

- Use performance benchmarks (space and time) if algorithmic.

- Measure the outcomes / outputs of your system / software against the objectives from the Introduction.

- Highlight any limitations or opportuni-ties in your approach or technologies used.

Conclusion About three pages.

- Briefly summarise your context and ob-jectives (a few lines).

- Highlight your findings from the evalua-tion section / chapter and any opportuni-ties identified.

References

[1] A. Einstein, "Zur Elektrodynamik bewegter Körper. (German) [On the electrodynamics of moving bodies]," *Annalen der Physik*, vol. 322, no. 10, pp. 891–921, 1905.