

# OSRS Profit Calculator

Jonathan Schobernd



# Description

- Universal Windows Application to communicate with a web api to calculate the profit or loss of creating an item within a popular video game.
- Upon initiating the calculation, the parameters will be saved in a “recent search” table
- <todo> Have a search box to allow the user to search for an item.

# Planning - User Stories

- Motivated to create this program due to there not being any program or website that allows this type of calculation based on the user's needs.
- Useful for a user of the video game to be able to calculate the profit of an item in a simple click, rather than researching each individual price and calculating it on their own.

# Features

- Simple search box
- Categories divided into different tabs for ease of use
- Recent searches for ease of use
- Uses an API with constantly update pricing for near exact accuracy of the program.
- Will show all steps of the calculation and pricing of conditional secondary items that may be needed.

# Technology used



- Language: C#, XAML
- Visual Studio 2017
- ASP.Net core MVC

# What I have learned

- Communicating with API's
- Processing JSON data
- Microsoft Xaml / UWP
- Working with secondary packages