

Greg MacGown and Joshua Rosenthal

Language Project Progress Report

Timetable

11/18 - Progress report complete, source code taken and modifications began. Not uploading to github presently due to the sheer size and many commits that would happen. Paper outline complete, see below

11/25 - Paper and code mostly complete, mainly revisions needed to be completed over break

12/2 - Paper draft submitted to Dr. Teresco

12/9 - Final Paper Complete and Presentation Ready

Paper Outline

1. What is C#? A Brief History, Features
2. What differentiates C# from other C languages?
3. Beat Saber modding: Explanation, Why does Unity specifically choose to use C#?

Sources

Emphasis has been placed on the software implementation aspect of the project thus far, source collection for the paper is somewhat limited.

<https://bsmg.wiki/modding> Access Date: 11/13. This is the main source that we have been using to create our mod. It is a home page with multiple sections that discuss various aspects of modding for the game Beat Saber. It serves as a primary resource for the Beat Saber modding community as a whole and is community driven, having multiple authors. Source code is taken specifically from the /example-mod subpage.

<https://www.lynda.com/Unity-tutorials/Unity-scripting-languages/365280/379703-4.html> Access Date: 11/15. Author: Kelley Hecker. Publish Date: 3/24/2015. This source describes talks about different languages that Unity supports. The main takeaway from this video that is relevant to this project is that C# is used in many cases because of its diverse features that it provides the Unity Engine.

<https://www.c-sharpcorner.com/blogs/history-of-c-sharp-programming-language> Access Date: 11/15. Author: Bikesh Srivastava. Publish Date: 1/5/2017. This source describes the features of C# through a changelog of each of its' major versions with the years that they were released.

<https://www.upwork.com/hiring/development/c-sharp-vs-c-plus-plus/> Access Date: 11/17 Author: Jennifer Marsh. Publish Date: 5/25/2019. This source goes more into detail about the differences between C, C++, and C#, citing brief history and primarily focusing on the differences in features, memory, and storage between the three languages.