

Greg MacGown and Joshua Rosenthal

Language Project Proposal

Josh and I will be studying C# to learn what the major differences are between C# and C and why Beat Saber modders use C# as the language of choice for creating mods for the game. At the end of our project, we will have implemented a working mod for the game of our own design. Milestones for our project include having an idea of what specifically we want our mod to do to the game, which we hope to have decided by 11/8. Base code taken from the Beat Saber modding community will be in our repository shortly after, with a rough goal being 11/13. Further implementation will be happening concurrently with research about what makes C# different from other C variants, with a first draft of the required paper and code being complete by 11/25. After revisions to both upon return from break, the final draft for the paper will be submitted on 12/2 as required in the project. Once the final draft is submitted, the presentation will be finalized for when we will be presenting during class time .