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Synopsis on

**Gaming News Portal**

By

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#### ACKNOWLEDGEMENT

The Project on “**GAMING NEWS PORTAL**” has been carried out as a fulfillment of Minor Project Work as per the assignment prescribed to the 3rd semester students of Bachelor of Science in Information Technology (B.Sc.IT) by the Sikkim Manipal University.

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**ABSTRACT**

The project entitled “**GAMING NEWS PORTAL**” is original work of Mr. Pratik Baishnav as the Minor-Project for the partial fulfillment of the requirement for the award of the degree of B.Sc.IT – 3rd. It basically aims to give the user the needed information about games and other gaming related news that are available in the market. In order to, store data into database, MY-SQL database is used and data are back up in the local drive.

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# **INTRODUCTION**

Video games are widely known as an excellent source of entertainment, and are, according to some, better than watching TV because of their interactivity. In Nepal, Gaming is getting more popular day by day and research shows that over 90 % people living in Kathmandu play videogames either on mobiles or computers or other consoles. Similarly, online gaming has recently emerged and has skyrocketed. Estimated over 600 players are there online playing different games only in Kathmandu. Due to the high and rapid increment of this field, I therefore choose this topic for my mini project. My website will provide all the information about upcoming games along with an image gallery where people can see the images and easily get details about new upcoming games in Nepal, online gaming store where people can easily browse through many games and purchase them if they want to and other stuffs.

Gaming is not a bad thing as many believe gaming as a waste of time and money. I want to build a scope in Nepal for Gaming and establish a platform where people can earn money via Gaming. Game Programming and design are now college majors in the US. EA (Electronic Arts) Games, the number 1 video game company is hiring people from college. The gaming industry is starving for talent. Game Developers earn millions of US Dollars through just one game.

Thus, Gaming has a lot of advantages and if utilized, it can prove to be a huge market in Nepal as Gaming is one of the biggest industries in the world.

**Statement About The Problem**

Gaming is not a good thing to spend time on in our country. If you play video games then you still are a small kid who has nothing else to do and probably unemployed. People think it’s a total waste of time. They have no idea how Gaming helps an individual. Therefore there are few gaming sites in Nepal. Research has already proved that Video Games help by developing mind skill, math skill, language development, improving collaboration, problem solving skills, hand-eye coordination, and generally makes you a better person. Parents have no idea that gaming is not harmful for their kids. People still are ignorant about the concept of video games and their advantages.

Our Country lack proper gaming environment for the people here. There are no platforms for the gamers. It's a dark career and there is no sign of any salaries. People who play video games obviously leave this field and look for other jobs in order to live. There is no scope for video games here. This problem scares people to spend their time in videogames. There is no online gaming store at the present in our country and people have to travel to shops in order to buy or get information about new games in gaming market. This site makes it easy for people to get that required information at their own home with just a few clicks. People can also downloads small games or wallpapers through this site.

**Why I Choose Gaming?**

Gaming is flourishing as a career and a creative industry as well. The U.S. is the world’s biggest video games market and manufacturer, with a market now worth over $20 billion annually in software and hardware sales—more than quadruple its size in the mid 1990s. Similarly in Nepal, Gaming has been rapidly taking over the minds of kids, young as well as the olds. People here in Nepal have less idea about the development Gaming can bring in our country. There are thousands of gamers only in the capital city. With the help of this site, people can have information about games their description, their release date in the market, see games image galleries, buy games online, meet new friends, share ideas and thoughts with them, download small free games. There are less number of gaming sites in Nepal. Just recently, this number of gaming sites has been increasing with the increase of gaming activities in Nepal. People living in our capital have to depend of foreign international gaming sites for respective information. With the help of my site, people especially kids can get benefited. Our own national sites for gaming would help people enjoy the facilities with easy and comfortable ways. Now people don’t have to rely on other unnecessary sites for getting information or games. Now, people can communicate with each other and share their ideas on gaming through our site.

I also spend my time playing video games which is the main reason I choose this topic. The comments and ideas i get from people are not so good when I tell them I still play games. I want to prove those people gaming is a good career even in Nepal.

# **METHODOLOGY**

In software engineering, a methodology refers to software development methodology (also known as software development life cycle), which is a division of software development work into distinct phases or activities with the intent of better planning and management. It may include the pre-definition of specific deliverables and artifacts that are created and completed by a project team to develop or maintain an application.

Project management methodologies are all about specifying the best way to initiate, plan and execute projects. Common methodologies include waterfall prototyping, iterative and incremental development, spiral development, rapid application development and extreme programming.

## **Approaches**

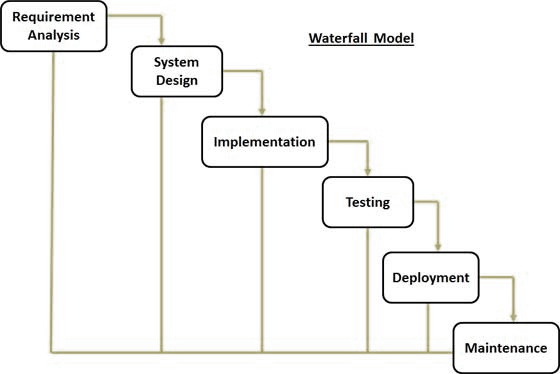
Several software development approaches have been used since the origin of information technology, in two main categories. Typically an approach or a combination of approaches is chosen by management or a development team.

### **Waterfall Model**

Waterfall model has evolved from what has been termed more traditional project management methodologies, employing a sequential top-down approach to project management. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases.

The waterfall model illustrates the software development process in a linear sequential flow; hence it also referred to as a linear sequential life cycle model. The waterfall approach, the whole process of software development is divided into six different phases, typically, the outcome of one phase acts as input for the nest phase sequentially.

Following is diagrammatic representation of different phases of waterfall model:



The sequential phases in Waterfall model are:

1. Requirement Analysis

All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.

1. System Design

The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.

1. Implementation

With inputs from system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality which referred to as Unit Testing.

1. Integration and Testing

All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

1. Deployment of System

Once the functional and non-functional testing is done, the product is deployed in the customer environment or released into the market.

1. Maintenance

There are some issues which come up with in the client environment. To fix those issues patches are released. Also to enhance the product some better versions are released. Maintenance is done to deliver these changes in the customer environment.

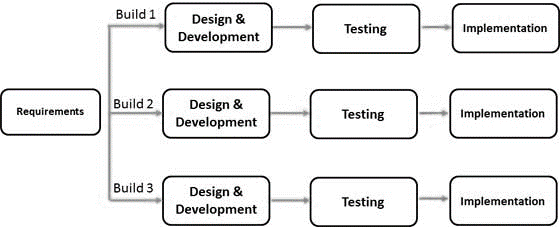
All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name “Waterfall Model”. In this model, phases do not overlap.

### **Iterative Model**

In Iterative model, iterative process starts with a simple implementation of a small set of the software requirements and iteratively enhances the evolving versions until the complete system is implemented and ready to be deployed.

Iterative process starts with a simple implementation of a subset of the software requirements and iteratively enhances the evolving versions until the full system is implemented. At each iteration, design modifications are made and new functional capabilities are added. The basic idea behind this method is to develop a system through repeated cycles and in smaller portions at a time (incremental).

Following is the pictorial representation of Iterative model:



Iterative model is a combination of both iterative design or iterative method and incremental build model for development. During software development, more than one iteration of the software development cycle may be in progress at the same time. And this process may be described as an iterative model.

### **Analysis**

Both the method are best on their own, waterfall is the traditional while iterative is not that’s new. I found waterfall model to be best for this project as because using this methodology the software can be designed completely and more carefully, based upon a more complete understanding of all software deliverables, which in turn provides better software design with less likelihood of the piecemeal effect, a development phenomenon that can occur as pieces of code are defined and subsequently added to an application where they may or may not fit well.

# **SYSTEM PLANNING**

## Gantt Chart

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Task Name** | **Week 1** | **Week 2** | **Week 3** | **Week 4** | **Week 5** | **Week 6** | **Week 7** | **Week 8** | **Week 9** | **Week 10** |
| 1 | General |  |  |  |  |  |  |  |  |  |  |
| 2 | System Study |  |  |  |  |  |  |  |  |  |  |
| 3 | System Analysis and Design |  |  |  |  |  |  |  |  |  |  |
| 4 | Coding |  |  |  |  |  |  |  |  |  |  |
| 5 | Implementation |  |  |  |  |  |  |  |  |  |  |
| 6 | Testing and Debugging |  |  |  |  |  |  |  |  |  |  |

# **SYSTEM CONFIGRATION**

**Hardware (minimum requirement):**

* Pentium III
* 256MB RAM
* 20GB HDD

**Software:**

* Operating System : Windows XP, 7, 8, Vista
* Front end tool : PHP/HTML
* Back end tool : MySQL
* Designing Software : Dreamweaver

# **SYSTEM OVERVIEW**

## **System Architecture Overview**

### **Entity-Relationship Diagram**



### 

### **System Flow Diagram**

Users

Gaming Information Site Administration

Viewing Games Photos and Requirements

Database

Adding games information and descriptions.

**Module 1**

**Module 2**

Fig.1. System Flow Chart.

### **Flowchart**

Username

Password

Verify

Manage

**CONCLUSION**

By designing the “Gaming Information System” through Net beans, WAMP server side technology, we are able to detail information of various games and their description and information including the release dates and prices.

Hence we may conclude that application system being developed helps in better organization in the gaming industry in Nepal.

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