

Computer Games Development

Project Report

Year IV

Sasa Kuzmanovic

C00249246

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[Declaration form to be attached]

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# Acknowledgements

I would like to thank the following people who assisted in completing this project including;

John Doe of ACME who kindly agreed to …

I would also like to thank ICME for use of ….

Use this template when writing your research report. As a rule of thumb, the report should be of the order of 10 pages (about 250 words/page).

# Project Abstract

This project will introduce a way of controlling someone's input in a game through text messages, when the player wants them to. There are not many solutions to this problem which makes it a perfect project for me which will also test my skills as a programmer.

There has been attempts to create a solution for this, but nothing has gained traction to become an option that everyone uses. Sharing a screen can be done over discord, the application that I will use in this project to send the message and receive video from the other side. It is a widely used application that has always missed a feature like this. This would create a fun environment for players where they could compete in a game through text chat and would increase the fun factor of playing together. Playing with someone in a different country is difficult if the game itself does not allow it, this solution might just be the thing players needed to have fun.

# Project Introduction and/or Research Question

The project itself is quite niche, since I have been struggling to find a piece of software that does the same or a similar thing. When the player loads up a game, he may be struggling to pass a certain point in the game and may need extra help. This is where he will be able to go into a discord call to get his friend on board.

This can be an especially important piece of software as it will enable multiple people to control a single game. This could be used for many purposes like fun experience for game streamers, or only regular gameplay. This enables a Streamer to allow their viewers to provide input in the game, making it more engaging and causing chaos.

Viewers typing commands into the text box, will be able to toggle controls for moving forward, or attacking, to make it feel more like actual gameplay instead of it being very clunky and stuttery gameplay. The user will only have to type the messages and the software will handle the rest of the work. My main objective is to make sharing games together a fun and enjoyable experience for everyone involved using this piece of software.

Research Question (Networking): How will you manage multiple users sending commands into your chat, and transfer those commands into gameplay?

This project should allow players to have more fun together and play the game together when a person decides to pass the controls to the viewer.

# Literature Review

Replace this text with an appropriate Literature Review.

The literature review places your research in context. You aren’t the first person to investigate or research a particular topic. Present a short literature review with the following goals:

* Give the reader a good overview of the key concepts;
* Describe the most relevant work (in your own words) that other people have done in this area;
* Use proper academic writing with references.
* Show how the existing work influenced your project.

# Evaluation and Discussion

Replace this text with Results and Discussion.

Describe the results using diagrams such as graphs etc. as appropriate, and discuss what the results mean.

Example: Results indicate that once the threshold gets over a certain point it significantly reduces player performance and player experience

**Project Milestones**

Replace this text with Project Milestones.

Key project milestone dates and measurement on schedule, was project schedule adhered to, effectively planned for delivery on-time or ahead of schedule if appropriate.

**Major Technical Achievements**

What are your major technical achievements?

**Project Review**

What went right? What went wrong? What (if anything) is still outstanding/missing (i.e., still left to do)? If starting again, how would you approach this project differently? What advice would you have for someone attempting a similar project in the future? Were your technology choices the right or wrong ones? If you chose the wrong technology, provide justifications for why you think this. What were the implications of your technology choices?

# Conclusions

summarise your work and findings.

**Future Work**

Indicate what might be some next steps to try (if a student next year was going to undertake a project in this area what might be an interesting thing for him/her to examine?).

# References

# Appendices

Replace this text with Appendices.

This might include ethics application and other relevant material e.g. copy of any questionnaires used.