



Online gaming case study

Software Engineering (Lovely Professional University)

Lovely Professional university



Topic :- Online Gaming

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INTRODUCTION:

A sample proof of concept was built blending a data set with the web analytics data and google campaigns data. The company has multiple level payment design in the games.. The team could easily see which types of online marketing campaigns were launched for each new game level added. The detailed information along the bottom lists each online gamers interaction, by campaign. Miniclip crossed 1 billion downloads across its mobile games on iOS, Android and Windows devices, with more than 350 million downloads in the past 12 months.

Scope

This miniclip game are used to play online game.And you can play free online game.We are using so many application to play online games; Miniclip crossed 1 billion downloads across its mobile games on iOS, Android and Windows devices, with more than 350 million downloads in the past 12 months

Mobile Game

Miniclip also has many mobile games that are available for [iOS](#), [Android](#), [Symbian](#) and [Windows Phone](#), such as *8 Ball Pool*, [Gravity Guy](#), [Bloons Tower Defense](#) , [Plague Inc.](#),

Challenges

- There was a need to measure a large number of KPIs and variances

- on a weekly basis. These measures in turn had to be derived from
 - a number of disparate data sources
 - The data set from each new chapter in the game had no resemblance
 - in trends when compared for an average.
 - Processing of social media data for consumption by the games
 - department across geographies.

Security issues

Several security firms reported in 2006 that some Miniclip users had installed a "miniclipgameloader.dll" which contains the hostile code identified as "Trojan DownLoader 3069". Removal tools are available.

REQUIREMENT

- 3 GHz processor.
- 2 GB of RAM (4 GB of RAM for Windows Vista and higher)
- 12 GB available hard disk space.
- Nvidia GeForce 8800/AMD Radeon HD 5670 or equivalent video card (Dedicated GPU with 512MB or higher Video Memory(VRAM))
- Support for DirectX v9.0c or better.

SOFTWARE REQUIREMENT

The designers assimilate the results together with their **game** design and background research in the GDD. **Software** engineers then collaborate with the designers to convert the GDD into a **software requirements** specification (SRS)

Operating System	:	windows XP
Developing Tool	:	Visual Basic 6.0
DataT base	:	MS Access

