**Undergraduate Final Year Project Proposal**

**Investigation of HTML5 in support of game programming  
using a turn-based strategy game as example**

**Bachelor of Science with Honours in Computing**

**[GCS18594]**

## Overview

Today is the new era of technology, the 4.0 era, so in all industries today, there is a need to apply modern advanced technology, and especially in the restaurant field is a hot field today because So we need to apply modern technologies to maximize the resources that this field brings. For example, when a restaurant applies technology to the service stage, the first thing that technology brings is to help improve the user experience, then do it can reduce staff costs, in addition to technology will operate at full capacity and with high accuracy, and especially tireless technology.

Foreseeing that, in this project I will focus on the research and development of a restaurant system using ASP.Net core, which can help optimize the process from ordering to the bar a restaurant's math quickly and conveniently. To do that, I will first focus on analyzing the functions needed in the restaurant system. Then I will study the free Asp.Net core programming language to be able to build a restaurant system that runs on all platforms and has high security. I will then refer to similar systems like Pos, ... to do a comparison with my project. The last is to check whether I fit my goal or not through a few reviews.

## Aim

This project helped me implement the idea of creating a cross-platform restaurant system integrated with many modern technologies.

## Objectives

3.1 Knowledge of Web Application, Web API and Mobile App programming 3.1.1 Study and learn basic definitions and concepts of Web Application, Web

API and Mobile App programming.

3.1.2 Study on the structure and properties of Web Application, Web API and

Mobile App programming.

3.1.3 Reviews of similar products in restaurant system.

3.1.4 Research and learn about artificial intelligence (AI)for restaurant system.

3.2 Study and learn Asp.Net core.

3.2.1 Find out the definition and all general information of Asp.Net core. [3.0] 3.2.2 Take a closer look at tags, Identity, and support libraries in Asp.Net core.

3.2.3 Research and learn databasse of Asp.Net core.

3.2.4 Study the Asp.Net core support models.

3.3 Compare similar products

3.3.1 Look for similar products from reputable sources.

3.3.2 Study the scoring functions of that product.

3.3.3 Compare with the project and then give the evaluation to be able to develop it better.

3.4 Project implementation

3.4.1 Build the idea and how the system works.

3.4.2 Identify and design the functions available in the system

3.4.3 Interface design for the system.

3.4.4 Build database for the project .

3.4.5 Deploy the restaurant system

3.4.6 Check and fix errors when the system is deployed.

## Legal, Social, Ethical and Professional

**Legal:**

* ASP.Net Core is a web application platform developed and provided by Microsoft.
* Obtained from free sources or legal copies, accuracy and transparency are guaranteed.
* This project is owned by me and the University of Greenwich.

**Social:**

* This restaurant system project of mine is not used to propagate depraved cultural products as well as social evils or violence.

**Ethical:**

* This project is an achievement and effort. mine.
* There is no plagiarism behavior in the project.

**Professional:**

* Not to disclose or allow disclosure, either for personal use or for the benefit of a third party.
* Project information is strictly confidential until required by relevant parties or required by law.
* Respect, respect and accept honest comments or comments on my work.
* Minimize any situation that could lead to a conflict of interest between me and the competent authorities.

## Planning (see appendix A)

A project planner in excel format is used to track the process of project.

## Initial References

Cimigo, 2012. *NetCitizens,* Hochiminh: Cimigo.

Trustee Board Regulations Schedule 3 v4, 2011. *CODE OF CONDUCT FOR BCS MEMBERS.* Swindon: British Computer Society.

Warner, J., 2010. Mobile Web Design For Dummies. In: New York: Wiley Publishing, Inc., p. 114.

# Appendix A - Schedule of Work

