MINI PROJECT

(2020-2021)

Woopy

A Online Game

FINAL REPORT

INSTITUTE OF ENGINEERING AND TECHNOLOGY

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Supervised By -

Mr. Farman

Declaration

I hereby declare that the work which is being present in the Mini project – II , " Woopy" using Web Development technology is an authentic record of our own work carried under the supervision of Mrs. Priya Agarwal

Signature of Candidate :

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Course:B.Tech
Year: III
Semester: VI

Certificate

This is to certify that the project entitled “Woopy” carried out in Mini Project-II is a work done by Abhishek Singh (18150027), Abhishek Yadav (181500031), Kuldeep kumar (181500339), Arpan Khandelwal (181500129), Achyut Kumar Tiwari (181500034) and is submitted in fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

Signature of Supervisor
Mr. Farman

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We would also like to thank all those who directly or indirectly supported or helped us in completing our project in time.

We would lie to express our gratitude towards our parents and the members of our college for their kind cooperation and encouragement which helped us in completing this project. All of them have willingly helped us out with their abilities

Abstract

In this project we are creating a online game on visiual studio , we all know that the performance of mobile devices, especially smart phones, has been quickly improved for the last few years. Most users take advantage of highly efficient smart phones, and consume the contents in the smart phones longer time than other devices usage time. As a result, users frequently share the contents and the needs of file sharing via smart phones have been increased considerably.

A Web hard-based sharing needs to pay expensive cost for using high-volume file servers as well. In order to overcome such problems, we propose an application for seamless file sharing for the Android devices.

With majority of our population being offline and many with the unstable and not so very high-speed Internet, there must be a way or a tool so that at least they are able to share files between their own or with someone else's devices seamlessly and without any hassle

As in the near future data will also become more and more important so eventually data sharing will also become part of our daily life.

As the technology keeps growing data sharing wirelessly will also become more and efficient and fast

Sharing data via wireless technology will be very efficient as people didn't need to be worry about effect of external means, for instance consider the below scenarios -

- While using data transfer cables there is always a concern of interruption such as cable damage, unplugging of cable.
- While using data storage devices there is a threat of damaging the device.

1. Introduction

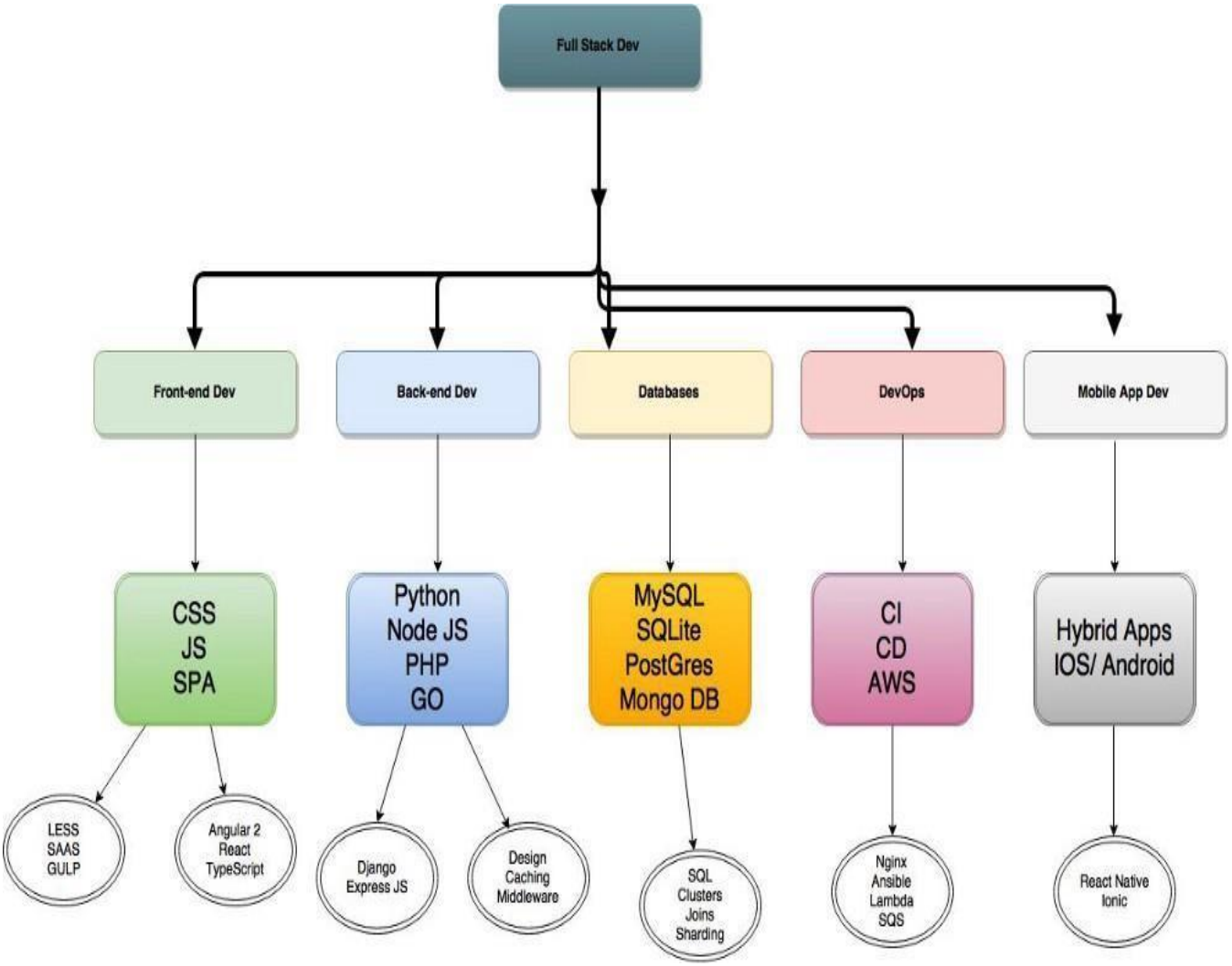
Online gaming is hugely popular with children and young people. Annual research conducted by OFCOM shows that gaming is still one of the top activities enjoyed by 5-16 year olds online, with many of them gaming via mobile devices and going online using their games console. From sport related games to mission based games and quests inspiring users to complete challenges, interactive games cater for a wide range of interests, and can enable users to link up and play together. Most games now have an online element to them;

In this project, we are trying to build a online gaming environment which include point collection that is going to get recorded on cloud. There are many ways for users to play games online. This includes free games found on the internet, games on smartphones, tablets and handheld consoles, as well as downloadable and boxed games on PCs and consoles such as the PlayStation, Nintendo Wii or Xbox. In our application a person can game the game from any device for example mobile or laptop he/she just have to enter the URL of our side to the serach box of google.

Full Stack Development

A full stack developer is an engineer who can handle all the work of database, servers, system engineering, and clients. As one of the hottest topics for developers, the discussions have never stopped. On LinkedIn and Facebook, lots of people put their job title as a full stack developer. Besides, it seems that the “Full Stack” topic has already become a new job trend. An article on Medium has discussed the full stack designer getting both praise and blame. Some people think that the full stack is just a title, what he/she should focus on is the real personal ability and technology. Essentially, I think the discussion about the full stack is also a kind of argument relating to the all-rounder and expert in the IT industry, and debate on the depth and breadth of development skills. You can’t have your cake and eat it too. While the full stack developers and full stack designers seem like they are challenging this possibility. Because their horizontal skills tree gives them the ability to both have and eat the cake. There is another saying is that jack of all trades, but master of none. So it’s necessary to think about how to become a real full stack developer but not an empty title.

What is full stack developer



Simply put, full stack developer is an kind of people who master a variety of Skills and use these skills to complete a product independently.

A full stack developer is an engineer who can handle all the work Of databases, servers, systems engineering, and clients.

Depending on the project, what customers need may be a mobile stack, a Web stack, or a native application stack.In fact, “full stack” refers to the collection of a series of technologies needed to complete a project. “Stack” refers to a collection of sub-modules. These software sub-modules or components combined together to achieve the established function while without the need for other modules.

Programming languages

You need to be proficient in multiple programming languages, such as JAVA, PHP, C #, Python, Ruby, Perl, etc. As most of your core business processes need to be written in these languages. Maybe not all need. But you also have to master the language grammar and to be very familiar with how to structure, design, implementation, and testing of the project based on one language or more languages. For example, if you choose JAVA, then you need to master the object-oriented design and development, design patterns,

J2EE-based components of the development and so on.

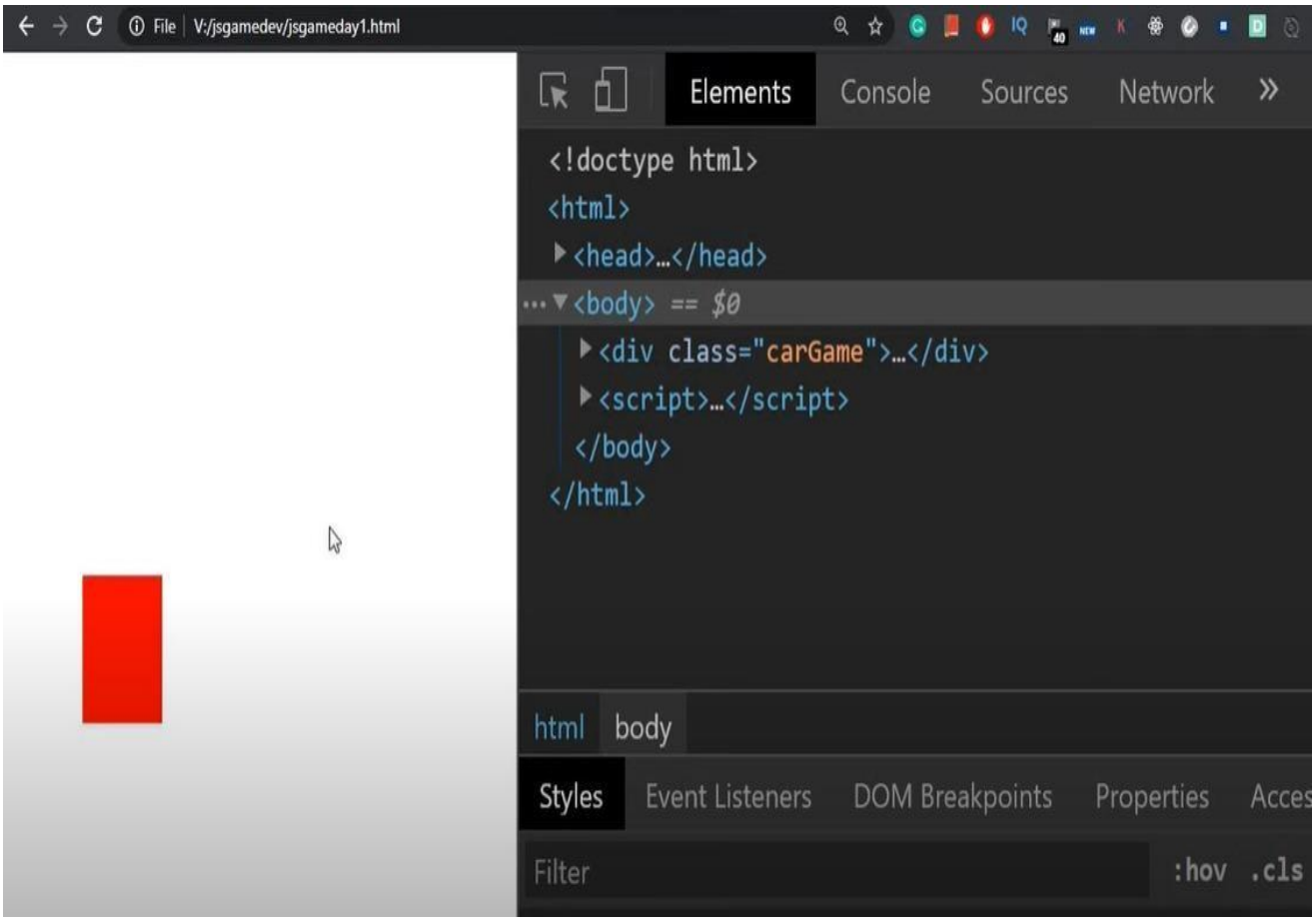
Purpose and scope

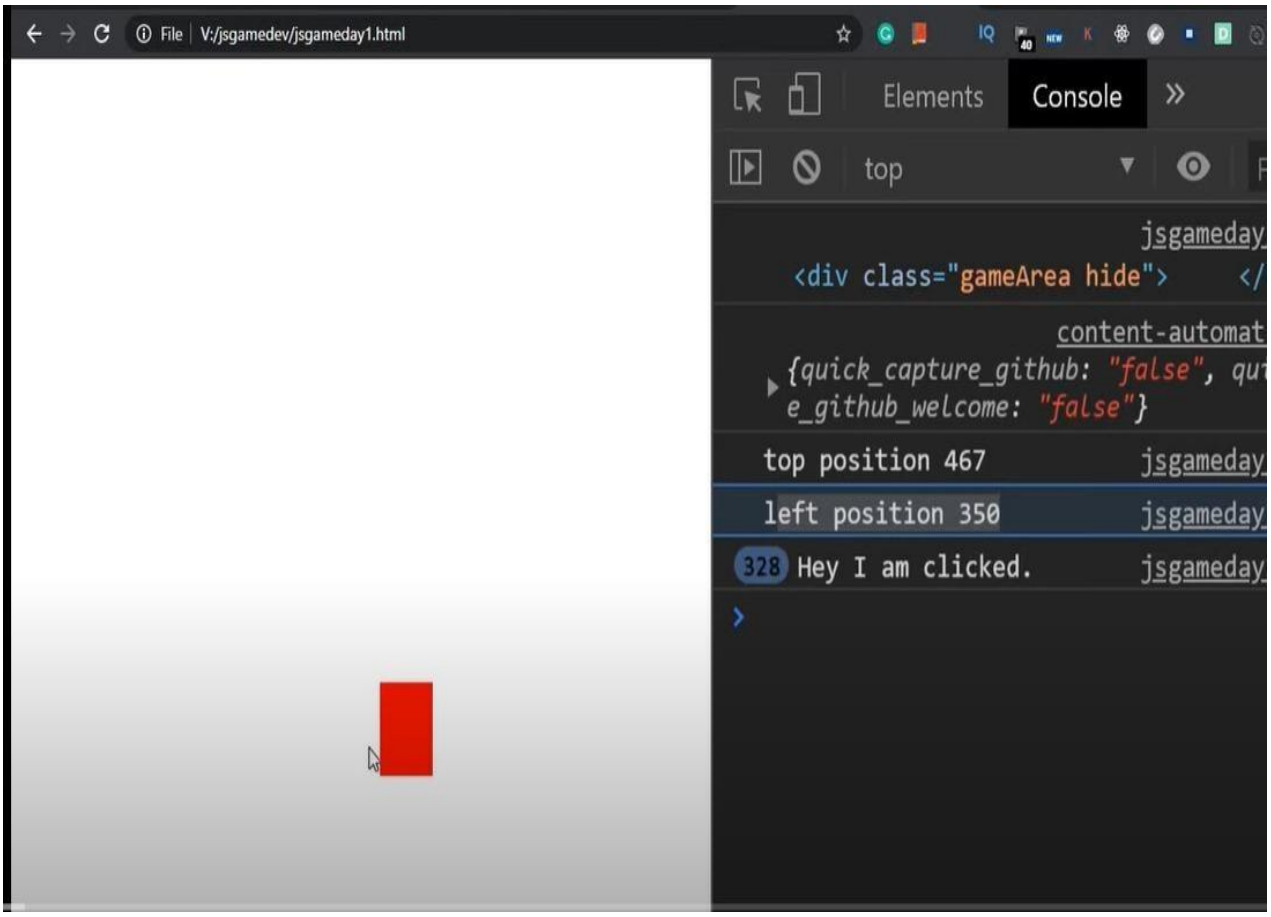
The application keeps the user intertaine in its free time files safe and secured. Application allows user to search a file in the search box. Maintains the files in a categorized and in a structural manner. It avoids the data duplication which prevents the re-writing of the similar file. In this application we maintain the data in an efficient manner and we have made our best efforts to make the UI as user friendly as possible.

Why this project? and how will it help?

With majority of our population being offline and many with the unstable and not so very high-speed Internet in India, there must be a way or a tool so that at least they are able to share files between their own or with someone else's devices seamlessly and without any hassle.

Screen shots :

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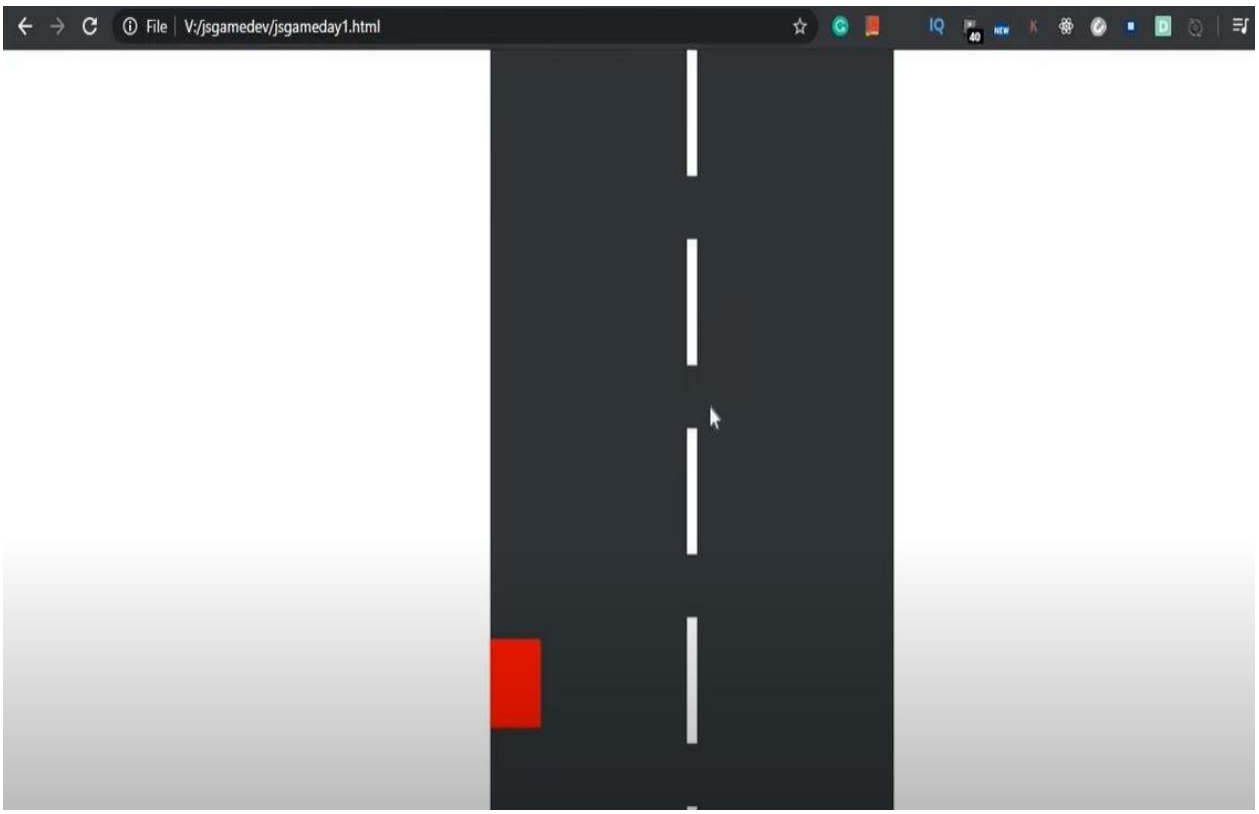
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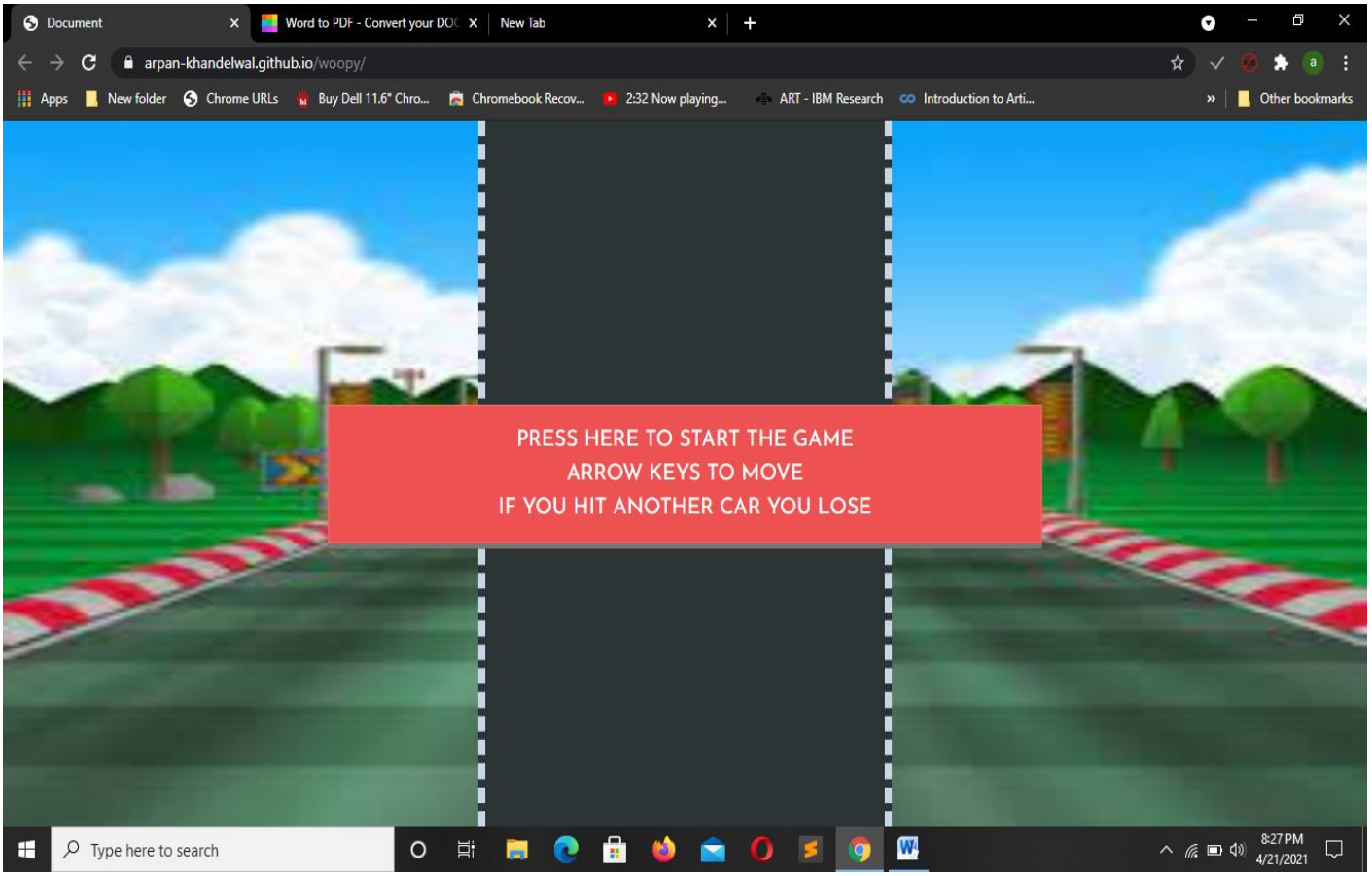
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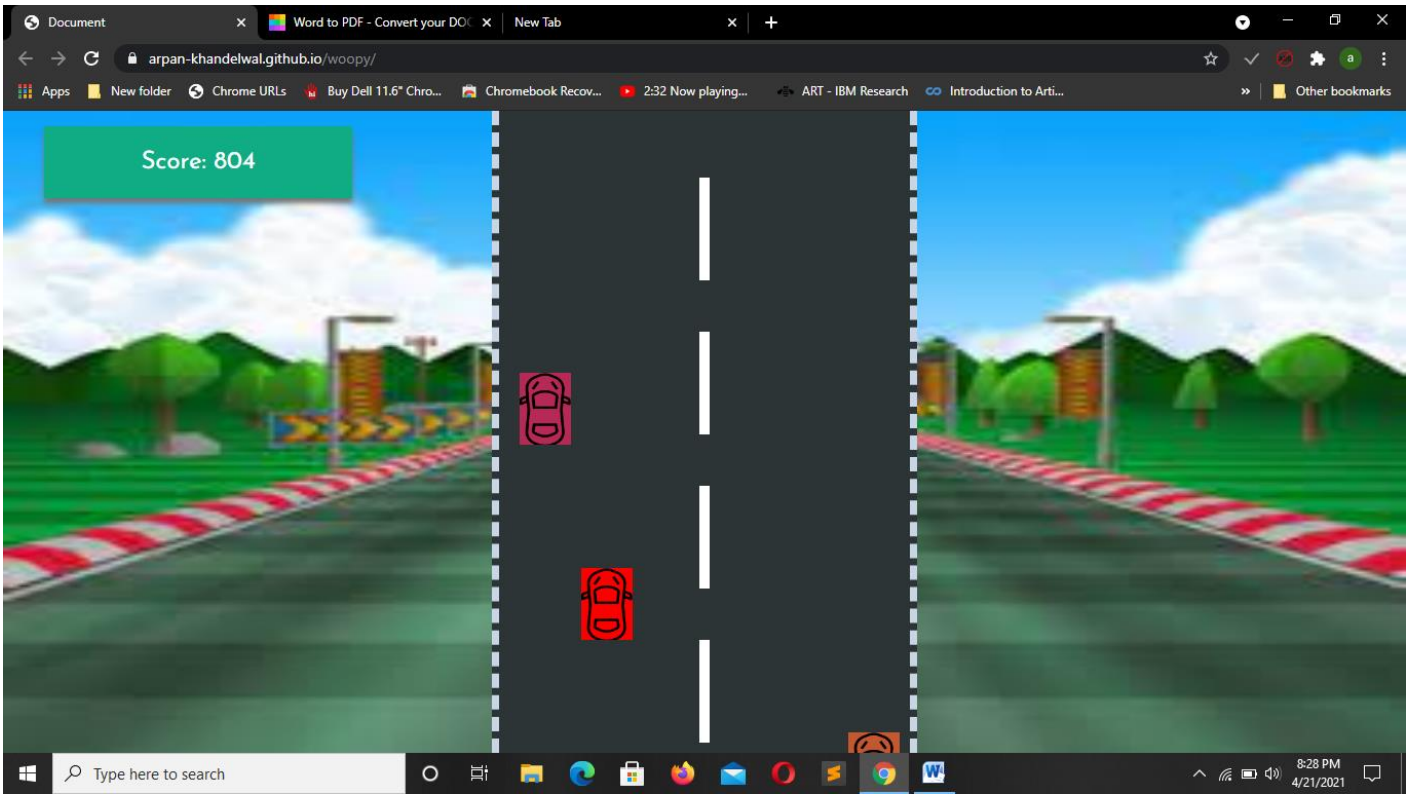
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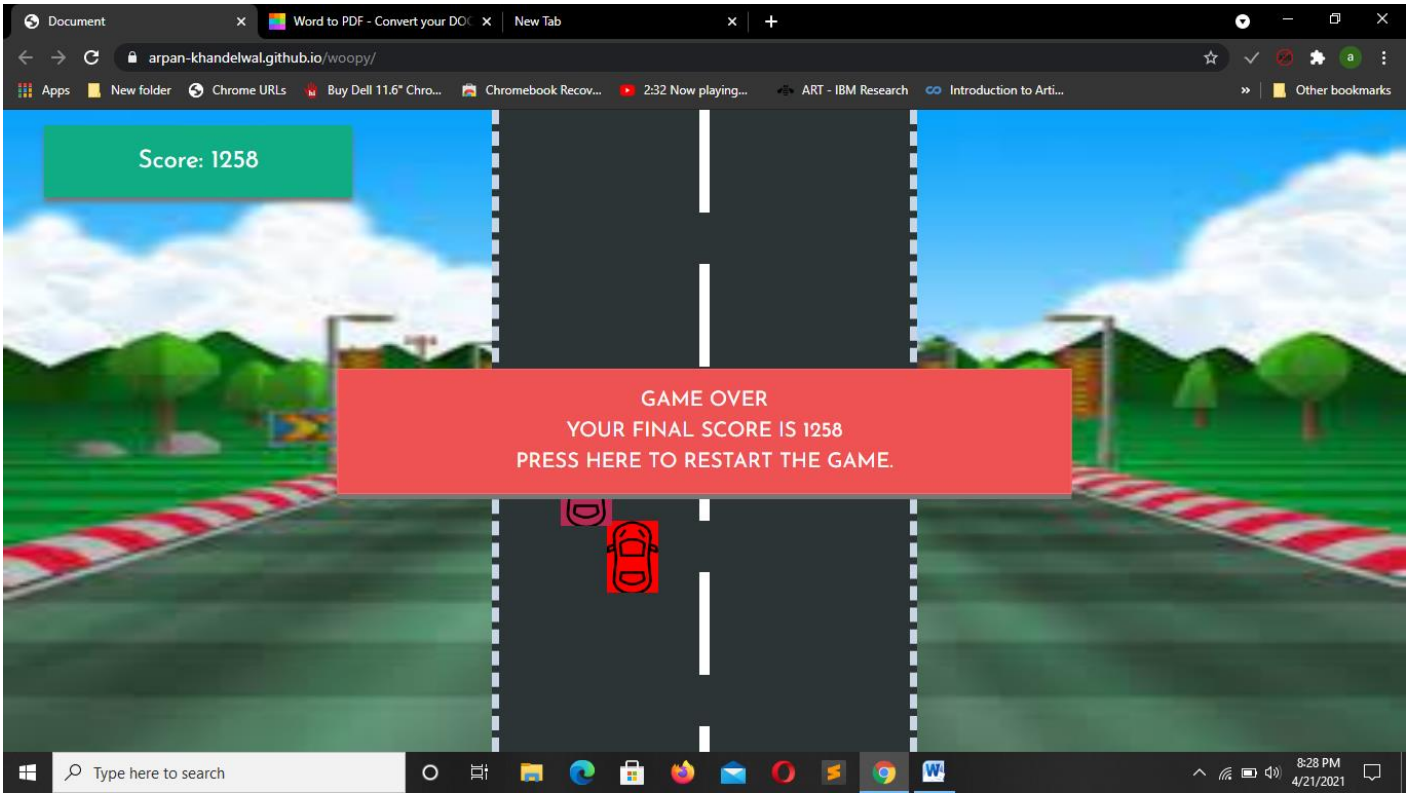
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6. References

- Courses available on w3school
  https://www.w3schools.com/