

# MULTIPLAYER RANDOM CUBE PLAYER

## With using Cloud Services and Python Programming

**i** This proposal is the partial description of the project that I will be building based on what we are taught at the course.

The project is an online multiplayer game which is based on the Cloud Services and python programming Language.

## OVERVIEW

**i** The project that we are building here will be basically an online multiplayer game where two Player will be connected to a single server.

The game will give a turn to each user where the user will die a dice and if it is the number "6" it will be counted in a counter. Then the second user will die the dice and when the second user get the Number "6" it will also be counted.

Finally, after certain numbers we will compare the number of six that both the player has and we will compare them and base on the comparison, the winner will be the one who get high number of "6".

## The Objective

**i** The main objective of the project is to use the Cloud services along with the python programming language to make the use of the cloud services in the field of the computer gaming.

- AIM1. Make use of the Cloud services.
- AIM2. Use python programming for gaming.
- AIM3. Make use of Networking in computer gaming.

## MY PROPOSAL

**i** In our course we are taught about cloud technologies and python programming language. Python was one of my interest and so is computer gaming. So I thought it will be better to collect my all previous skills and adding these skills to the new skills that I have created here in the course. And create a game though a simple one.

The game itself basically is a computer game that can be run on any operating system where python is installed or might need negligible changes to make it portable across the platform.

As I mentioned above the game is based on a random number and the main point of the game is it will us cloud and the user will install only the client version of the game and I will host the server script of the cloud storage.

## Technical/Project Approach

**i** In order to achieve the results, I am going to use python programming language along with some networking concepts as this game will be working on network.

First we will create the script for the clients and then we will create the server side script for the backend. We will host the server side code on the cloud to make things work remotely.

## Project Deliverables

Following is a complete list of all project deliverables:

| Deliverable     | Description                                                         |
|-----------------|---------------------------------------------------------------------|
| Clint side app  | That can be run on the client computer                              |
| Server side app | That should be hosted on the cloud for the clients to connect with. |
| Report          | Explains the whole process                                          |

## Timeline for Execution

**i** The project will be finished in almost 2 months.