

GLA University, Mathura
Department of Computer Engineering
&
Applications

MINI PROJECT - 2
(2020-21)

Project Title - GamingZone

Project Synopsis



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Introduction to the Project:

This project is aimed at developing a website for online gaming. The Online GamingZone provides an easy interface that would let the users to access the pool of various online web games. It provides the user more pleasure and gladdening his mind by playing these games without any download or any installation in users physical memory. It also provides users to interact with any game as it is open source website with no encryption done till now. Users can play and access these games in any physical device with different configurations. Basically, the website consists of many games and also a chat box to interact with other users while gaming.

Problem Statement:

The problem statement is to propose a system that is meant to give more easiness to the users that they can easily access to the games. Also, to provide various games options for a user. To chat box is also provided to interact with other players while gaming. And the interface for the users to be quite entertaining and engaging. Menu is interactive and very easy to access throughout the gameplay and once the game is in playing mode, everything a player needs will be clearly visible on the screen.

Motivation Behind:

Gaming gives relaxation and enjoyment to every user. In this busy world, gaming is the solution to release the depression and tension. Social networking with gaming is a nice combo for any user who feels relaxed in

playing games. The requirements specified in this document will be used for designing all the aspects and components of the game. The document will be updated as the requirements grow and change over the design and development process.

Working Methodology:

Agile Model Agile model is selected for the project. We are planning to implement the system with basic facilities only. So many future enhancements are possible with this model. Agile model can satisfy this requirement efficiently. Since it follows the plan-do-check-act for improvement, backtracking can do easily in Agile model.

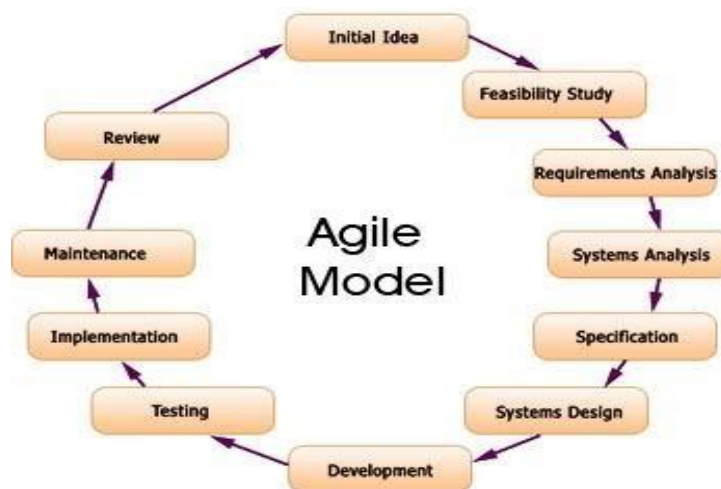


Figure: Agile Model

Basic Working Model:

Agile modelling is a practice-based methodology for effective modelling and documentation of software-based systems. This can be applied on a software development project in an effective and light-weight manner. With an Agile Model Driven Development (AMDD) approach enables a high level modelling at the beginning of a project to understand the

scope and potential architecture of the system, and then during development iterations it requires modelling as part of iteration planning activities and then requires just in time (JIT) model storming approach.

MANIFESTO FOR AGILE SOFTWARE DEVELOPMENT:

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan
- Requirements evolve but time scale is fixed
- Testing is integrated throughout the project life

WHY AGILE ?

- Customer satisfaction by rapid, continuous delivery of useful software.
- People and interactions are emphasized rather than process and tools.
- Continuous attention to technical excellence and good design.
- Regular adaption to changing circumstances.
- Even late changes in requirements are welcomed.
- Face-to-face conversation is the best form of communication.
- Customers, developers and testers constantly interact with each other.
- Working software is delivered frequently (weeks rather than months).
- AGILE SOLVES ISSUES LIKE:

- Resource wastage
- Costly modifications
- Unclear requirements

Software Requirements:

Hardware:

- RAM - 4GB or above
- Processor - intel i3 or above / Ryzen3 or above
- Hard Disk - 500GB or above

Software:

- Backend – NodeJS, MongoDB, React
- Technology Used – Web Development
- Frontend Design – HTML, CSS, JavaScript
- Operating System - Windows 7 or above/Linux/MacOS

Online GITHUB Repository

Link : <https://github.com/manishgautam30/GamingZone>

CONCLUSION

The project will be done successfully as specified by the requirements. The implementation and testing will be done in a step-by-step manner. Each module will be developed and tested individually to obtain the required output in the desired form. On our way working on this interesting project, we will learn many things. While working on this project, we will get valuable experience on the stages involved while developing any web application that could be useful while working for a professional company. During the duration of this project we will learn the various things through the implementation and testing of the project.

The future improvements can be made in certain areas of the project. There is scope for extending the project to incorporate more features by including more games with multiplayer option. Advanced messaging system with notification, etc. The process model selected is Agile model, so that the new options can be implemented to the same design in later point of time. The updating of the application is an important feature of agile process model designs.

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