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CS 3813 Project Proposal

GPU Benchmark Test

# Project Aim & Overview

Test and rate a target computer’s GPU with 4 different tests that make use of 4 distinct short videos (three HD videos and one 4K video) with different qualities and frames per second (fps) values. The benchmark program obtains GPU information during each test, performs the necessary calculations to rate the GPU and prints the output in a file.

# Tools and Technologies

The list below is subjected to necessary changes.

* Visual Studio code
* Java – for launching the benchmark program, extracting results, and logging the output.
* Short test videos with different qualities.
* Microsoft Excel – for data analysis and presentation

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Sprint 1  March 21st - March 26th | Sprint 2  March 27th - March 29th | Sprint 3  March 30th - April 3rd |
| * Java Program Development * Source code testing on development platform | * Program Testing on multiple computers * Data Analysis | * Presentation of analysed data. * Report creation * Project submission |

# Benefits and Significance

* Users can easily know the actual performance of their computer based on the tested types of videos. They may also be able to compare their current values to that of the listed GPU values when their computer was manufactured.
* Users may also be able to determine if their current GPU will be suitable for some demanding tasks such as professional gaming and high quality video editing.