Project Proposal (CSE427)

Death Star: An Online Multiplayer Game

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Abstract:

Online multiplayer games are very common and popular now-a-days. But most of them are developed with a specific operating system in mind. We are proposing a multiplayer game which will be built as a cross platform application so that people can play this in the operating system of their choice. Death Star will be a game where two players can battle each other with different kind of spaceships, weapons, armors etcetera. This will be built using test-driven development process so that we can focus on applying our knowledge and learnings of this course to do testing.

Tools to be used:

➢ To develop the game:
  • C#
  • ASP.net Core

➢ To perform unit testing
  • Autofac

Current State of the Project:

This project is being developed as part of another course and we have already developed a few class library components. We will develop this further to complete the application as well as to comply with the testing requirements of this course's project.

Conclusion:

Through this project we will implement our learning of test-driven development technique to ensure that there is no issue present in our application.