**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.