Major Project Proposal 2022

# Defining the problem

The idea comprises a website that simulates the case opening and item system in the game Counter-Strike: Global Offensive (CS:GO). The simulation would provide the user with a starting amount of money and allow them to purchase cases much like within the game. A case has a range of potential items contained within with varying value attached to each item, when a case is rolled a single item from within its contents is received. The simulation will allow the user to sell the items they receive to increase their balance and open more cases. Each case will have a different price depending of the rarity of the items within, similar to how the CS:GO cases are priced.

# Objectives and design specifications

# General discussion of interface design and interaction with user

# Social and Ethical factors, Ease of use, Copyright, Availability, Ergonomics, Inclusivity, Privacy

# Gantt Chart

# Needs of the client and Issues relevant to the solution