

# **CBS PROJECT SPECIFICATION**

***Title :- Networked simulations***

***Introduction:-***

A number of simulations have been developed by CBS students that use simultaneous connections between disparate computers over the internet, mediated by a combined web and application server. These applications ranged from playing games such as Cluedo to more serious business simulations such as competitive product marketing/sales; compare also the 2008 Software Development project. However they have tended to be relatively technical and often use relatively inaccessible low-level code and software configurations. Also there are logistical difficulties in the use, administrative support of server software/hardware.

***Problem / Objectives:-***

1. Develop a more approachable environment that offers user-friendly development and maintenance as well as adequate performance.

***Tasks:-***

Asynchronous message passing, Java and XML have been used to add a new level of interactivity to web sites that is commonly known as AJAX. It is supported by the Microsoft Visual Web Developer environment. Consider whether this is a potential solution, and investigate other possibilities, noting that accessibility is more important than technical performance or elegance.

Develop a working prototype of a solution in the agreed environment.

***Notes:-***

The student should be confident with computer-computer programming.