

Managing save data for PC video games

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Abstract

The importance of the game save files has increased for the PC video game players. So, a way to give the game players peace of mind towards the safety of their game save files is required. The problem that has been addressed in during this project is to build an online storage that allows game players to store their game save files on a remote machine.

The objective of this project is to create a web service that receives the uploaded files. The web service must allow the remote clients to download their files which have already been uploaded. On the other hand, software for the client side is required to be built. The client side software must make use of the web service to fulfil the uploading and downloading via the Internet. Regarding the security, the whole system is required to be password protected and each transmitted file must be compressed and while being transmitted.

With regard to how this project went about solving the problem, this project followed the object oriented approach. The used model in developing this software is the waterfall model in which we went through the analysis of the requirement then the design and after that the implementation. Finally, we jumped to the evaluation phase. With reference to the analysis and evaluation, the used techniques were the interview and the questionnaire respectively.

The required system has been developed successfully. All the set goals have been met. As a result, the developed software allows customers to store files on the built online storage and retrieve or delete them whenever they like later. In addition, the security requirements have been achieved as well. The developed system encrypts each file before the transmission. On the other side of the system, the transmitted files get decrypted. Finally, a web site has been built for the administration purposes.