

TALLINN UNIVERSITY OF TECHNOLOGY

School of Information Technologies

VirtualMe

Web Applications with C#

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Author's declaration of originality

We hereby certify that we are the sole authors of this thesis. All the used materials, references to the literature and the work of others have been referred to. This thesis has not been presented for examination anywhere else.

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Introduction

"Probably everyone felt tired. Not physically, but from their surroundings. Every day the same places, the same things." With this idea in mind, the VirtualMe project was born, the goal of which is to diversify the routine. Thanks to this application, you can get a virtual version of yourself that will reflect your everyday life. This way you can clearly see your progress, see how you are improving yourself. It is likely that this project will be able to encourage you to improve in a variety of ways. Create items, activities and find friends who probably live the same way as you.

Project description

VirtualMe web application is a game in which users control the life of their virtual character.

The basis of the project was the idea of diversifying routine, making it more interesting and exciting.

The character, as conceived by the authors, should reflect the user himself. The game has 2 types of activities, tasks and activity.

Tasks are sets of randomly generated tasks aimed at the user himself (should encourage the player to diversify his development). As a reward for completing tasks, you will be given experience, in-game currency and an item.

Activities represent the type of activity for the game character. The user chooses what his avatar will do. Each Activity has a list of parameters that will be changed upon completion (for example, going to the gym will reduce the amount of money, stamina and hunger, but will increase strength). Each execution lasts a certain amount of time, depending on the reward. It is possible to perform only 1 activity at a time. The user will also be able to add his own, by indicating the requirements for the character's characteristics and level (Depending on the entered data, a reward and the time required for completion will be assigned). Each activity created by the player will also be displayed for other players, which will diversify the gameplay. It is highly recommended to create an activity that reflects your routine, because this is the idea of the project.

The user will also have the opportunity to create their own items that will appear in the store. The cost of the item and the required level will be generated depending on the entered characteristics. Each item will be available in the store. Clothing items will enhance the character. There will also be an opportunity to upgrade interior items, which will provide bonuses for upgrading the interior.

The gaming application also has a chat, thank to which the user can communicate with others. If the user follows the recommendations and adds activities according to his life, then the chat will probably allow him to find a friend in real life who has a similar routine.

It is expected that this project will morally support the user in his daily routine, reflecting his successes, and will probably encourage him to improve himself in various ways.

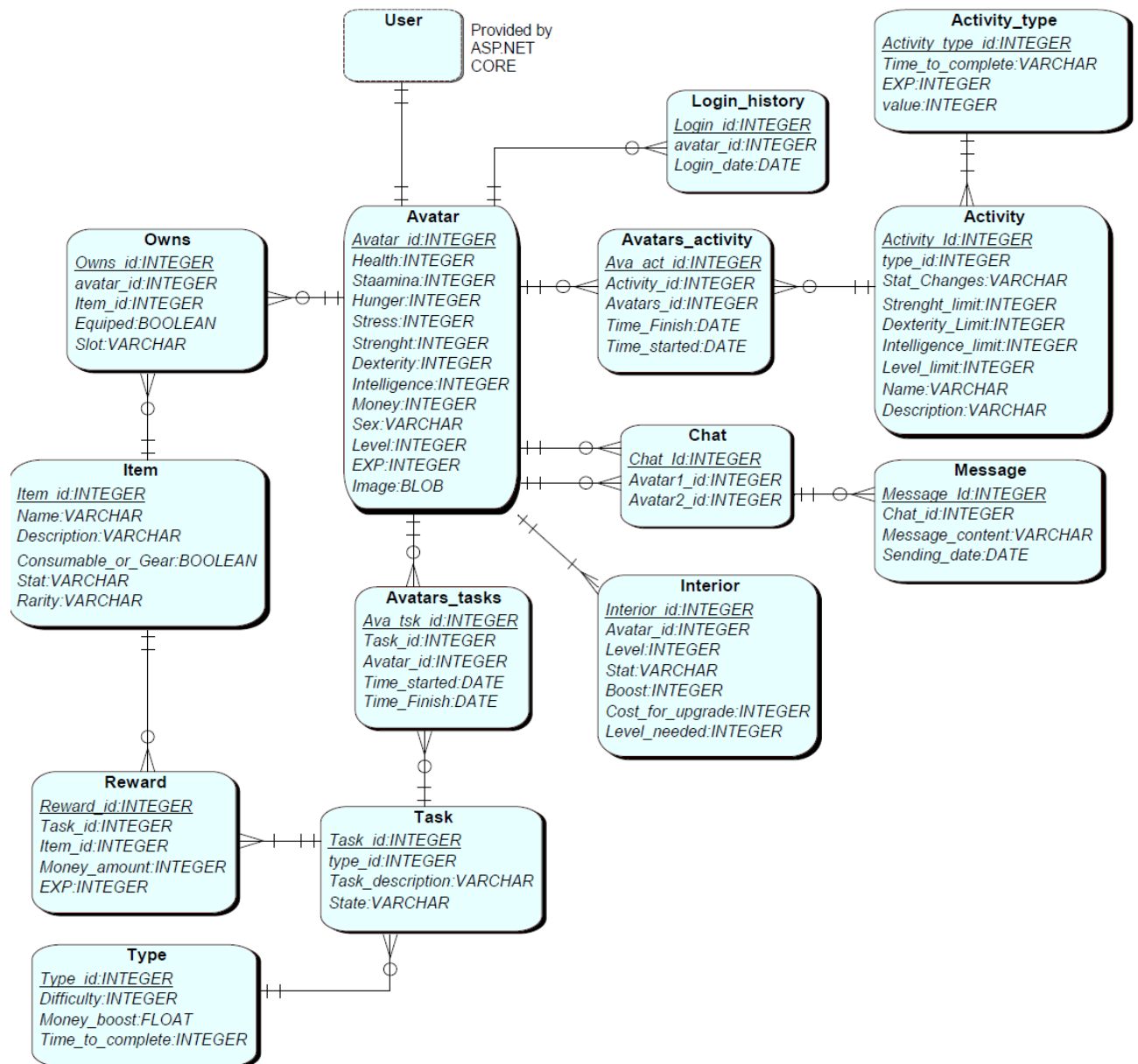
Due to web implementation, this project will be available on all devices with a browser and the Internet, anytime, anywhere.

This project is probably unique in its kind due to its unoriginal idea. Its distinguishing feature compared to similar projects is flexibility (the User chooses his own activities, while similar TODO RPG projects force him to perform the same tasks every day).

If the user stops monitoring his character, he will die and the game will start from the very beginning.

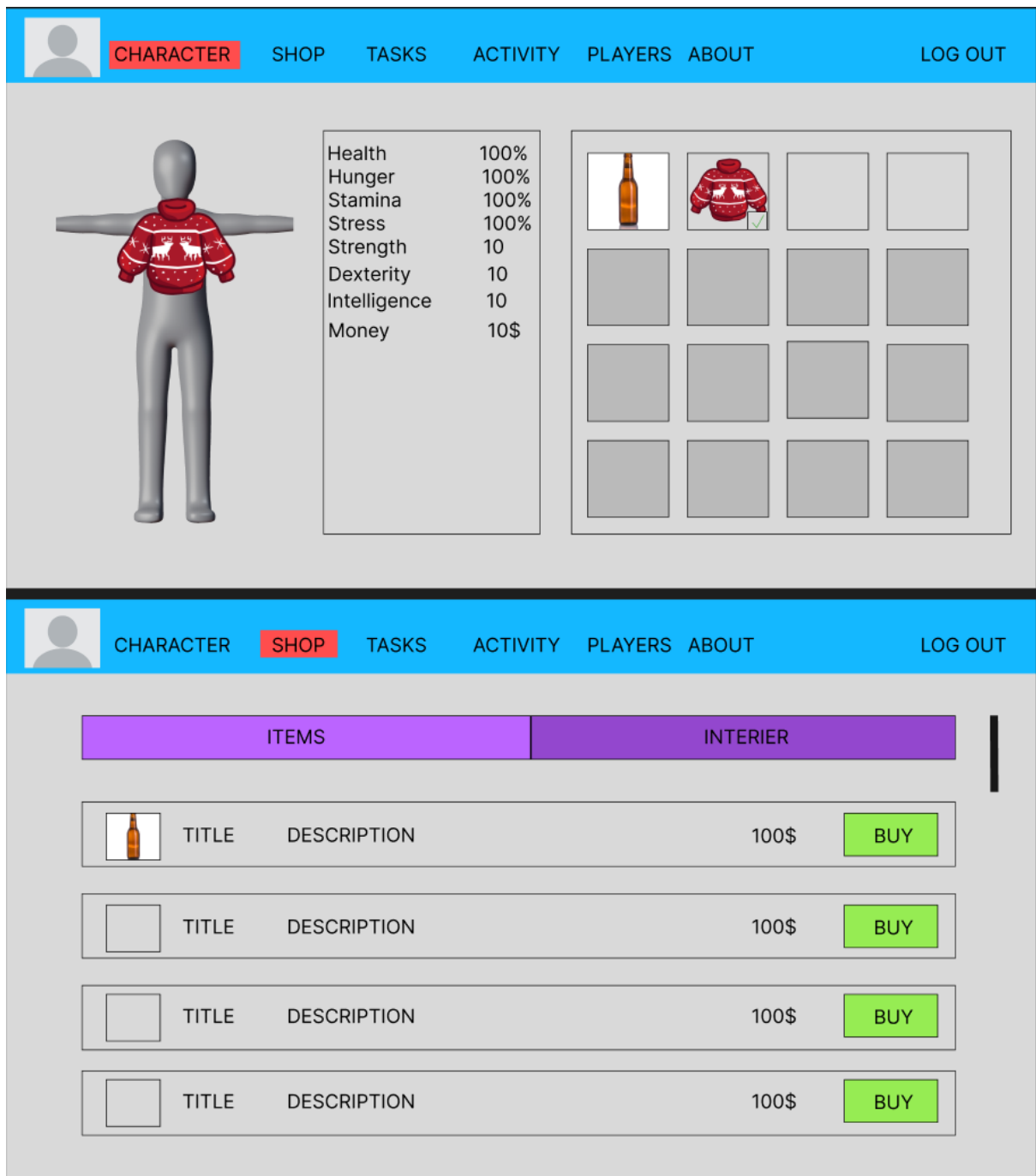
Entity Relationship Model

VirtualMe



Joonis 1. ERD Scheme.

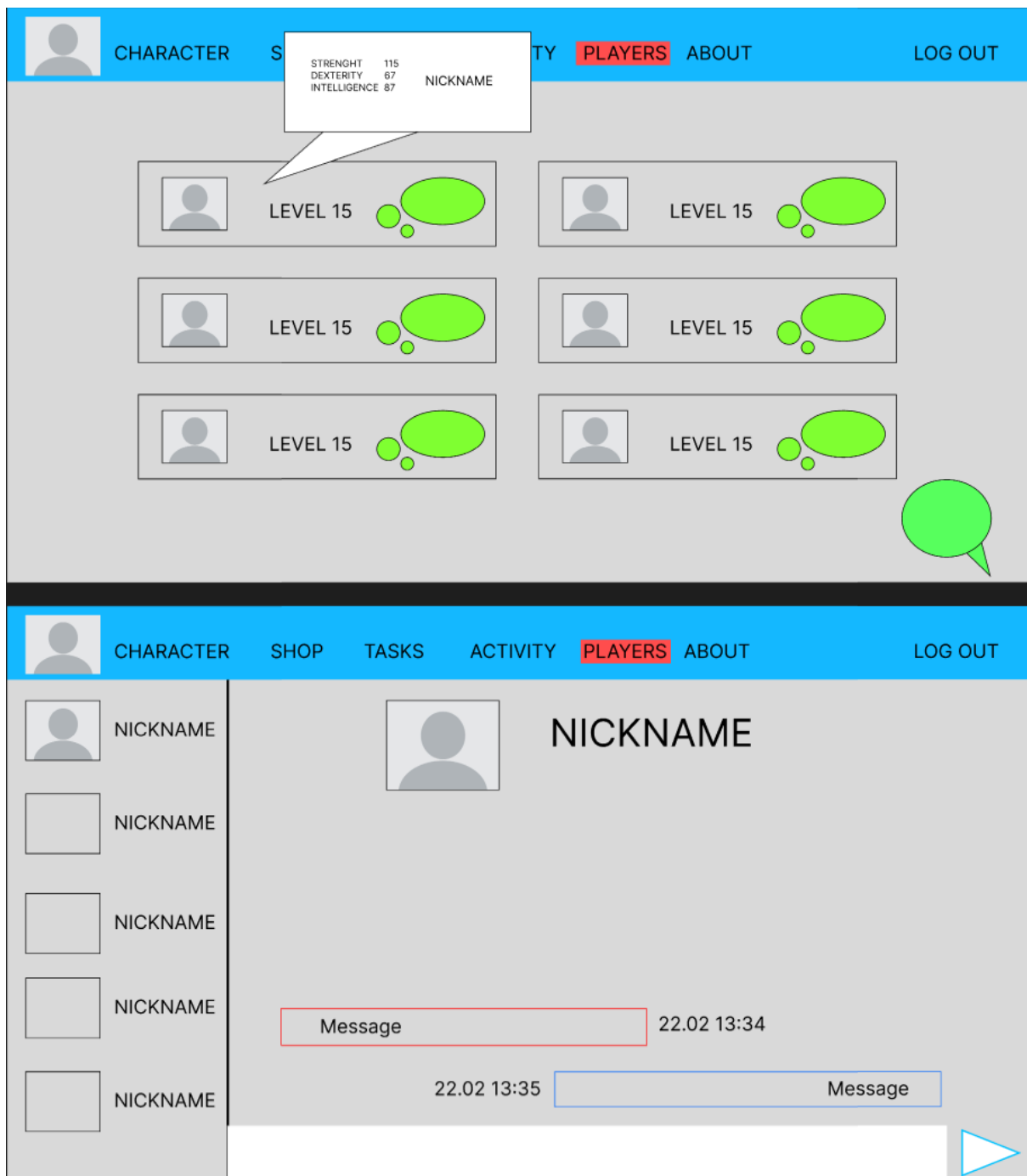
Site Design



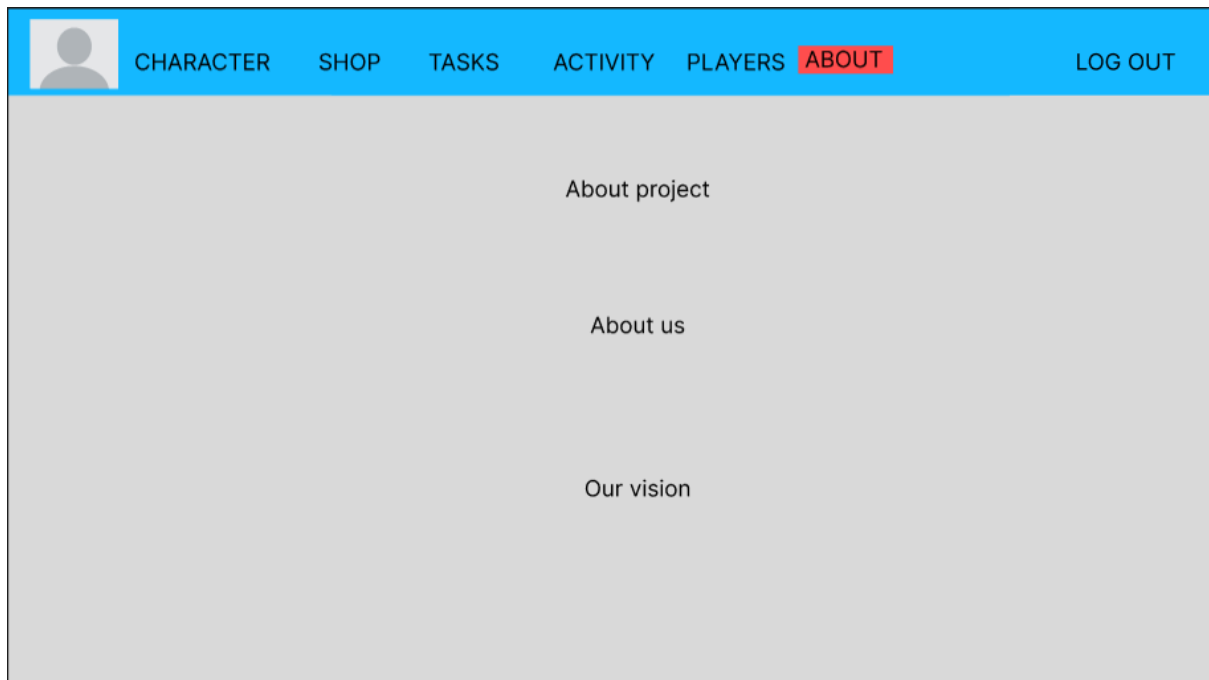
Joonis 2. Character and Shop pages



Joonis 3. Tasks and Activity pages



Joonis 4. Players and Messages pages



Joonis 5. About page