

A DEVELOPMENT OF GAME ENGINE: FOREIGN EXCHANGE TRADING SIMULATION GAME

Final Year Project Proposal

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(Hons.) with the supervision of Encik Azizian Mohd Sapawi and
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DECLARATION

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline

MARCH 30, 2007

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My name is Fazreil Amreen Bin Abdul Jalil and currently in the final year of the BCS (Hons.) in MARA University of Technology, Shah Alam. This proposal report is prepared for the purpose of completing one of the requirements for the subject of Project Formulation (CSC699).

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I hope this report will provide useful information for learning Project Formulation subject.

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Abstract

This report is a project report to a game engine development. The game engine is mainly about the foreign exchange trade. The rest of the report will discuss about the development of the game. The game engine will mainly play the control of the FOREX simulation and have total control of the simulation. The game engine will provide operations and data structures for the real game. FOREX knowledge is a field of knowledge that many do not bother to know. FOREX is important as we are competing financially with other nations in the market. Building a game engine may help other programmer to develop a game about FOREX.

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