

# IMPLEMENTATION TRAINING SIMULATED NETWORK GAME SYSTEM FOR THE SCHOOL OF POLICE CADET

Prepared by: Chin Wai Yip

## ABSTRACT

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This overview of this project is to allow the author to explain in detail for every section of his documentation. The documentation consists off numerous types of reports to represent the work done by the author. The project is all about the development of 2D and 3D simulation game entitled 'Training Simulator System: using the DirectX technology. The DirectX has the capabilities to create the Windows games and take advantages of the hardware acceleration features. Besides that, it also using the Visual C++ to develop the game program with the combination of the DirectX technology that support the library file.

In the developed game, the author hopes it can provide entertainment to the public. Through Training Simulator system, the police cadet can experience themselves into the real time environment. Besides that, this training simulation also is to train out their thinking and strategic techniques towards to situation. Besides that, this system also included the functions of forum and also voice communication. This enabled the users to communicate and chit chatting each other in the network but at different location.

Some of the important things included in this project are about the technology of games and the design methodology and techniques of games. In this report, the contents are being divided into eight main chapters.