

# **A Project Report**

on

## **SensiX : Gaming Layout Data Application**

*Submitted in partial fulfillment of the  
requirement for the award of the degree of*

# **Bachelors of Computer Science**



(Established under Galgotias University Uttar Pradesh Act No. 14 of 2011)

**Under The Supervision of  
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INDIA  
DECEMBER, 2021**



**SCHOOL OF COMPUTING SCIENCE AND  
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GALGOTIAS UNIVERSITY, GREATER NOIDA**

**CANDIDATE'S DECLARATION**

I/We hereby certify that the work which is being presented in the project, entitled “**SensiX : Gaming Layout Data Application**” in partial fulfillment of the requirements for the award of the B.tech submitted in the School of Computing Science and Engineering of Galgotias University, Greater Noida, is an original work carried out during the period of September, 2021 to December and 2021, under the supervision of : **Dr.N.Partheeban**, Department of Computer Science and Engineering/Computer Application and Information and Science, of School of Computing Science and Engineering , Galgotias University, Greater Noida

The matter presented in the project has not been submitted by us for the award of any other degree of this or any other places.

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ABHISHEK JAISAL 19021011817 19SCSE1010663

This is to certify that the above statement made by the candidates is correct to the best of my knowledge.

**Dr.N.Partheeban**

**CERTIFICATE**

The Final Project Viva-Voce examination of VAISHNAV GOSWAMI 19021011437 19SCSE1010248 ABHISHEK JAISAL 19021011817 19SCSE1010663 has been held on 24/12/21 and his/her work is recommended for the award of Bachelors of technology

**Signature of Examiner(s)**

**Signature of Supervisor(s)**

**Signature of Project Coordinator**

**Signature of Dean**

Date: 24,December,2021

Place: Greater Noida

## **Abstract**

Nowadays The most common issue for new players wanting to break into the gaming or esports scene is that they are unable to retrieve the ingame settings of their favourite esports player. Finding the identical game console layout and sensor settings as the newbie is inspired by or follows becomes quite difficult. We do have an in-game source for getting data or the like, but it isn't really reliable. We will be able to quickly save, update, and retrieve data with a SensiX gaming system without fear of data loss. SensiX is a programme that allows Multiplayer Mobile Gaming Software's User Gaming Software to be easily accessed. It enables a user to quickly clone the sensor configuration and location of another user's gaming identity. Its Basic Features are as follows: To obtain the precise key placement and sensor sensitivity setup of seasoned and excelling professional players of Esports mobile gaming. To have quick access to player gaming configuration data. Characteristics: To obtain the precise key placement and sensor sensitivity setup of seasoned and excelling professional players of Esports mobile gaming. To have quick access to player gaming configuration data.

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### **Acronyms**

B.Tech.	Bachelor of Technology
M.Tech.	Master of Technology
BCA	Bachelor of Computer Applications
MCA	Master of Computer Applications
B.Sc. (CS)	Bachelor of Science in Computer Science
M.Sc. (CS)	Master of Science in Computer Science
SCSE	School of Computing Science and Engineering

## **CHAPTER-1**

### **Introduction**

It's an exciting time to be in the app industry, with the mobile games market expected to grow to \$120 billion in 2021. The once-fragmented app economy has evolved tremendously over the last few years. As the industry becomes more competitive, developers and advertisers are incorporating insights from different markets, verticals, and monetization models to increase user engagement and revenues. Several years ago, mobile game studios primarily focused on a single genre but now, portfolio diversification is a top goal.

SensiX is an application that is designed to provide easy access to Multiplayer Mobile Gaming Software's User Gaming software. It allows a user to easily copy the placement and sensor configuration of other user's gaming identity.

Its Basic Features are To gain the exact key placement and sensors (like gyroscope sensitivity, touch sensitivity) sensitivity configuration of the experienced and excelling professional players of the Esports mobile gaming. To have an easy access to the data of players gaming configuration.

Features :

- To gain the exact key placement and sensors (like gyroscope sensitivity, touch sensitivity) sensitivity configuration of the experienced and excelling professional players of the Esports mobile gaming.
- To have an easy access to the data of players gaming configuration

## 1.2 Formulation of Problem

Nowadays Whats the biggest problem for a newcomer who is trying to enter in gaming or esports scenario is when they want to play in the ingame settings of their favorite esports player, they fail to fetch the ingame settings.

It becomes very hard to find the exact gaming console placement and sensor settings as the player the newcomer is following or inspired too. We do have a ingame source to fetch the data or same but its not at all reliable.

With a SensiX gaming we will be easily able store, update and retrieve data without the risk of data loss.



### 1.2.1 Tool and Technology Used

- HTML
- CSS
- JavaScript
- Node JS
- REACT JS
- NOSQL Database

## CHAPTER-2

### Literature survey

Nowadays Whats the biggest problem for a newcomer who is trying to enter in gaming or esports scenario is when they want to play in the ingame settings of their favorite esports player, they fail to fetch the ingame settings.

It becomes very hard to find the exact gaming console placement and sensor settings as the player the newcomer is following or inspired too. We do have a ingame source to fetch the data or same but its not at all reliable.

With a SensiX gaming we will be easily able store, update and retrieve data without the risk of data loss.

With the mobile gaming market anticipated to reach \$120 billion in 2021, it's an exciting moment to be in the app sector. Over the last few years, the once-fragmented app economy has exploded. Developers and marketers are leveraging data from various markets, verticals, and monetization methods to boost user engagement and revenues as the business gets more competitive. Several years ago, mobile game firms concentrated on a particular genre, but portfolio diversity is now a major priority. SensiX is a mobile gaming application that allows you to play multiplayer games with ease. User Gaming Software is a piece of software that allows you to play games with other people. It enables a user to quickly duplicate the sensor and placement.

Its Basic Features include obtaining the precise key placement and sensor sensitivity configuration of experienced and excelling professional players of the game (such as gyroscope sensitivity and touch sensitivity).Mobile gaming for esports. To have quick access to player gaming configuration data.

Characteristics:

- To obtain the precise key placement and sensor sensitivity setup of seasoned and excelling professional players of Esports mobile gaming.
- To have quick access to player gaming configuration data.

## CHAPTER 3

### Functionality/Working of Project

Home page Code Snippet:-

```
<!DOCTYPE html>
<html>
<head>
<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/4.7.0/css/font-awesome.min.css">
<style>
* {box-sizing: border-box;}

body {
  margin: 0;
  font-family: Arial, Helvetica, sans-serif;
}

.topnav {
  overflow: hidden;
  background-color: #e9e9e9;
}

.topnav a {
  float: left;
  display: block;
  color: black;
  text-align: center;
  padding: 14px 16px;
  text-decoration: none;
  font-size: 17px;
}

.topnav a:hover {
  background-color: #ddd;
  color: black;
}

.topnav a.active {
  background-color: #2196F3;
  color: white;
}
```

```
.topnav .search-container {
  float: right;
}

.topnav input[type=text] {
  padding: 6px;
  margin-top: 8px;
  font-size: 17px;
  border: none;
}

.topnav .search-container button {
  float: right;
  padding: 6px 10px;
  margin-top: 8px;
  margin-right: 16px;
  background: #ddd;
  font-size: 17px;
  border: none;
  cursor: pointer;
}

.topnav .search-container button:hover {
  background: #ccc;
}

@media screen and (max-width: 600px) {
  .topnav .search-container {
    float: none;
  }
  .topnav a, .topnav input[type=text], .topnav .search-container button {
    float: none;
    display: block;
    text-align: left;
    width: 100%;
    margin: 0;
    padding: 14px;
  }
  .topnav input[type=text] {
    border: 1px solid #ccc;
  }
}

.dropbtn {
  background-color: #04AA6D;
  color: white;
```

```

padding: 16px;
font-size: 16px;
border: none;
cursor: pointer;
}

.dropdown {
position: relative;
display: inline-block;
}

.dropdown-content {
display: none;
position: absolute;
right: 0;
background-color: #f9f9f9;
min-width: 160px;
box-shadow: 0px 8px 16px 0px rgba(0,0,0,0.2);
z-index: 1;
}

.dropdown-content a {
color: black;
padding: 12px 16px;
text-decoration: none;
display: block;
}

.dropdown-content a:hover {background-color: #f1f1f1;}
.dropdown:hover .dropdown-content {display: block;}
.dropdown:hover .dropbtn {background-color: #3e8e41;}
</style>
</head>
<body>

<div class="topnav">
  <a class="active" href="#home">Home</a>
  <a href="#about">About</a>
  <a href="#contact">Contact</a>
  <a href="Form.html">Register</a>
  <div class="search-container">
    <form action="/action_page.php">
      <input type="text" placeholder="Search.." name="search">
      <button type="submit"><i class="fa fa-search"></i></button>
    </form>
  </div>

```

```
</div>
</div>

<div style="padding-left:16px">
  <h2>SENSI-X</h2>
  <h3>BGMI - Battle Ground Mobile India </h3>
  <p>Battlegrounds Mobile India is a player versus player shooter game in which up to one hundred players fight in a battle royale, a type of large-scale last man standing deathmatch where players fight to remain the last alive. </p>
  <p> Players can choose to enter the match solo, duo, or with a small team of up to four people. The last person or team alive wins the match.</p>
</div>

<div class="dropdown" style="float:left;">
  <button class="dropbtn">gamer 1</button>
  <div class="dropdown-content" style="left:0;">
    <a href="#">Code 1</a>
    <a href="#">Code 2</a>
    <a href="#">Code 3</a>
  </div>
</div>

<div class="dropdown" style="float:center;">
  <button class="dropbtn">gamer 2</button>
  <div class="dropdown-content">
    <a href="#">Code 1</a>
    <a href="#">Code 2</a>
    <a href="#">Code 3</a>
  </div>
</div>

<div class="dropdown" style="float:center;">
  <button class="dropbtn">gamer 3</button>
  <div class="dropdown-content">
    <a href="#">Code 1</a>
    <a href="#">Code 2</a>
    <a href="#">Code 3</a>
  </div>
</div>

<div class="dropdown" style="float:center;">
  <button class="dropbtn">gamer 4</button>
  <div class="dropdown-content">
    <a href="#">Code 1</a>
    <a href="#">Code 2</a>
```

```
    <a href="#">Code 3</a>
  </div>
</div>

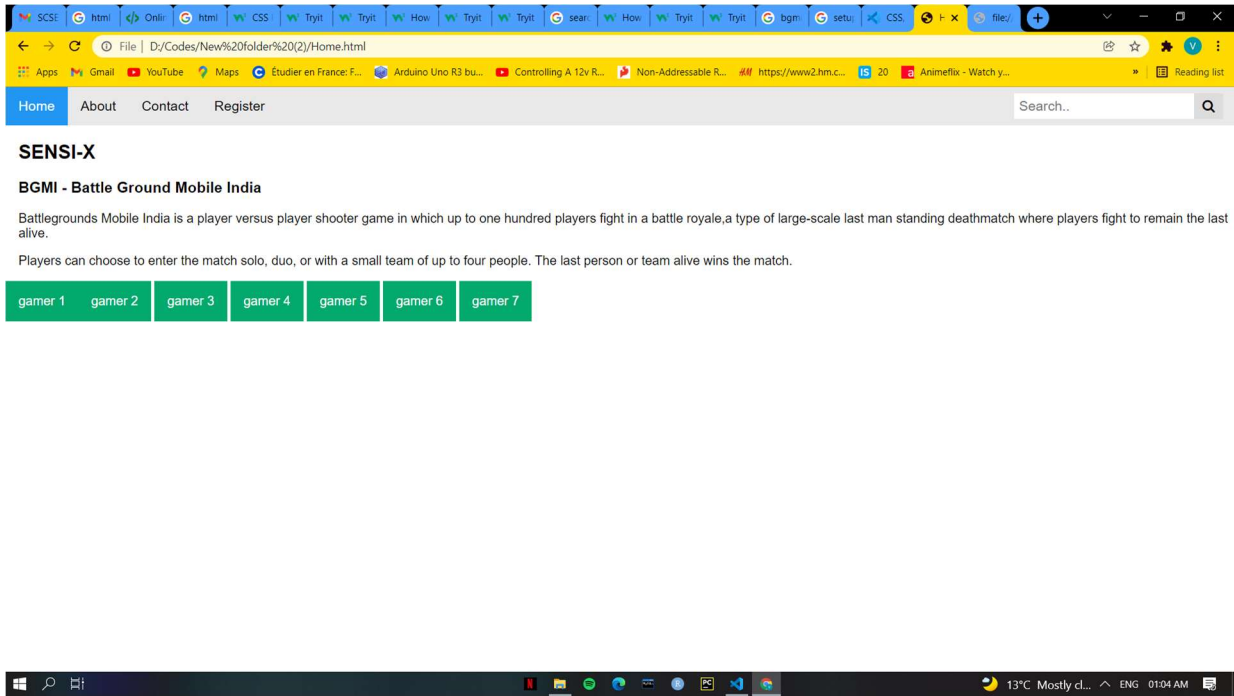
<div class="dropdown" style="float:center;">
  <button class="dropbtn">gamer 5</button>
  <div class="dropdown-content">
    <a href="#">Code 1</a>
    <a href="#">Code 2</a>
    <a href="#">Code 3</a>
  </div>
</div>

<div class="dropdown" style="float:center;">
  <button class="dropbtn">gamer 6</button>
  <div class="dropdown-content">
    <a href="#">Code 1</a>
    <a href="#">Code 2</a>
    <a href="#">Code 3</a>
  </div>
</div>

<div class="dropdown" style="float:center;">
  <button class="dropbtn">gamer 7</button>
  <div class="dropdown-content">
    <a href="#">Code 1</a>
    <a href="#">Code 2</a>
    <a href="#">Code 3</a>
  </div>
</div>

</body>
</html>
```

# Screenshot





## Registration Code Snippet:-

```
<!DOCTYPE html>
<html>
<head>
<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/4.7.0/css/font-awesome.min.css">
<style>
* {box-sizing: border-box;}

body {
  margin: 0;
  font-family: Arial, Helvetica, sans-serif;
}

.topnav {
  overflow: hidden;
  background-color: #e9e9e9;
}

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  float: left;
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  background-color: #ddd;
  color: black;
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.topnav a.active {
  background-color: #2196F3;
  color: white;
}

.topnav .search-container {
  float: right;
}

.topnav input[type=text] {
```

```
padding: 6px;
margin-top: 8px;
font-size: 17px;
border: none;
}

.topnav .search-container button {
float: right;
padding: 6px 10px;
margin-top: 8px;
margin-right: 16px;
background: #ddd;
font-size: 17px;
border: none;
cursor: pointer;
}

.topnav .search-container button:hover {
background: #ccc;
}

@media screen and (max-width: 600px) {
.topnav .search-container {
float: none;
}
.topnav a, .topnav input[type=text], .topnav .search-container button {
float: none;
display: block;
text-align: left;
width: 100%;
margin: 0;
padding: 14px;
}
.topnav input[type=text] {
border: 1px solid #ccc;
}
}

input[type=text] {
width: 100%;
padding: 12px 20px;
margin: 8px 0;
box-sizing: border-box;
border: none;
background-color: white ;
}
```

```

    color: black;
    border: 2px solid black;
    border-radius: 4px;
}
input[type=submit] {
    width: 100%;
    background-color: #4CAF50;
    color: white;
    padding: 14px 20px;
    margin: 8px 0;
    border: none;
    border-radius: 4px;
    cursor: pointer;
}

</style>
</head>
<body>

<div class="topnav">
  <a href="Home.html">Home</a>
  <a href="#about">About</a>
  <a href="#contact">Contact</a>
  <a class="active" href="Form.html">Register</a>

  <div class="search-container">
    <form action="/action_page.php">
      <input type="text" placeholder="Search.." name="search">
      <button type="submit"><i class="fa fa-search"></i></button>
    </form>
  </div>
</div>

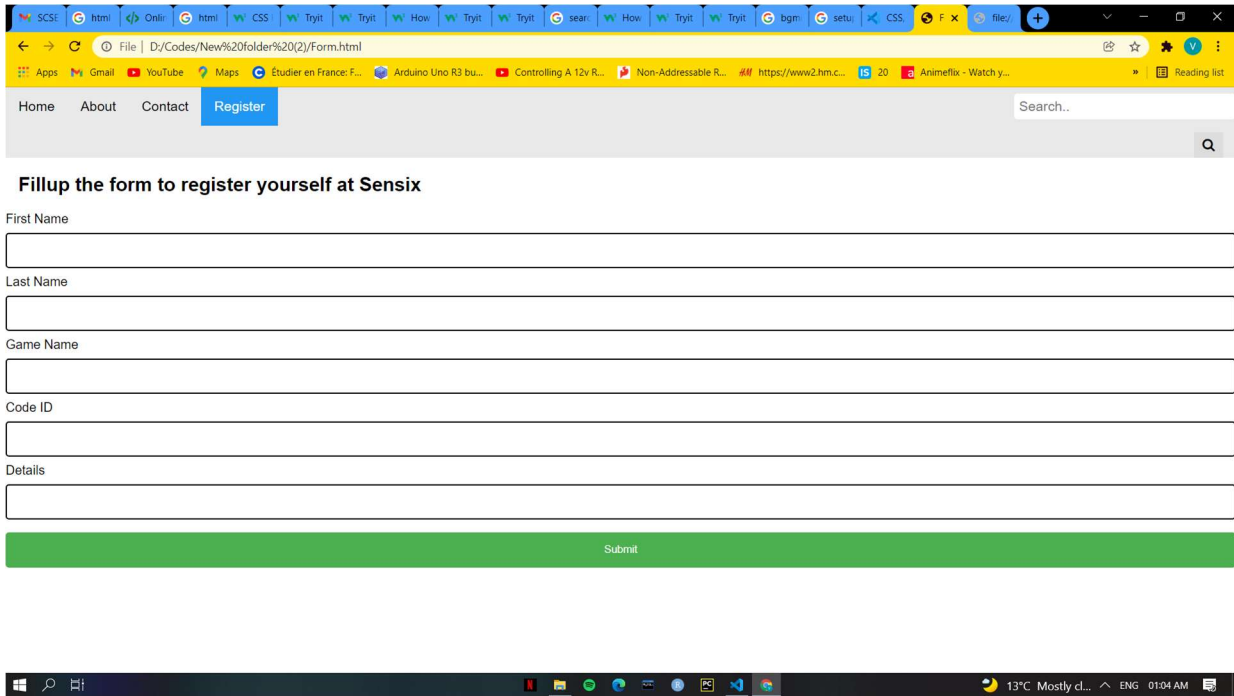
<div style="padding-left:16px">
  <h2>Fillup the form to register yourself at Sensix</h2>
</div>
<form>
  <label for="fname">First Name</label>
  <input type="text" id="fname" name="fname" value="">
  <label for="lname">Last Name</label>
  <input type="text" id="lname" name="lname" value="">
  <label for="game">Game Name</label>
  <input type="text" id="lname" name="lname" value="">
  <label for="Code">Code ID</label>
  <input type="text" id="lname" name="lname" value="">

```

```
<label for="Details">Details</label>
<input type="text" id="lname" name="lname" value="">
<input type="submit" value="Submit">
</form>

</body>
</html>
```

# Screenshot



## CHAPTER 4

### CONCLUSION AND FUTURE SCOPE

#### CONCLUSION

Nowadays The most common issue for new players wanting to break into the gaming or esports scene is that they are unable to retrieve the ingame settings of their favourite esports player. Finding the identical game console layout and sensor settings as the newbie is inspired by or follows becomes quite difficult. We do have an in-game source for getting data or the like, but it isn't really reliable. We will be able to quickly save, update, and retrieve data with a SensiX gaming system without fear of data loss. SensiX is a programme that allows Multiplayer Mobile Gaming Software's User Gaming Software to be easily accessed. It enables a user to quickly clone the sensor configuration and location of another user's gaming identity. Its Basic Features are as follows: To obtain the precise key placement and sensor sensitivity setup of seasoned and excelling professional players of Esports mobile gaming. To have quick access to player gaming configuration data. Characteristics: To obtain the precise key placement and sensor sensitivity setup of seasoned and excelling professional players of Esports mobile gaming. To have quick access to player gaming configuration data.

## **FUTURE SCOPE**

- We will extend this project to various pc n Mobile Games.
- App will have an algorithm to adjust the configuration according to the mobile set of the client depending on screen size and the sensors of device.

## Reference

- Wikipedia.org
- <https://www.w3schools.com/>