

UNIVERSITY OF SARGODHA
DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

Capstone Project 2019-20

BSCS 7th Regular

PROJECT IMPLEMENTATION PLAN

Sr.	Milestone Detail	Outcome	Project %	Roll #	Member's Contribution	Learning Outcome	Viva
1	Player character working (Character work through unity)	Player movements	50%	BSCSF16M031		Character animations	
				BSCSF16M038		Character animations	
				BSCSF16M045		Character animations	
2	Start Screen (design main menu)	Splash Screen + Main Menu	10%	BSCSF16M031		Front-end	
				BSCSF16M038		Front-end	
				BSCSF16M045		Front-end	
3	Game User Interface Design User interface consists of a view of a game world	Environment Settings (Game View)	40%	BSCSF16M031	Connectivity (Coding)	Backend coding	
				BSCSF16M038	Environment Design	Front-end	
				BSCSF16M045	User interface	Modeler	
4	Player's Actions (Gestures, activity recognition) Use artificial intelligence to generate responsive and intelligent behavior	Learn Artificial intelligence	40%	BSCSF16M031	Artificial intelligence	Learning of A. I	
				BSCSF16M038	Player's gestures	coding	
				BSCSF16M045	Player's gestures	coding	
5	Information Screen	For user information	30%	BSCSF16M031	Design, Coding	Front-end	
				BSCSF16M038	Design, Coding	Front-end	
				BSCSF16M045	Design, Coding	Front-end	

Team

Hamza Israr
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6	Background settings (Scene settings) and a heads-up display (HUD) and also include MIN-MAP	User interface	40%	BSCSF16M031	Coding	Backend Coding	
				BSCSF16M038	Design Map	Front-end	
				BSCSF16M045	Design Map	Front-end	
7	3D Models (Guns, bullets, knife etc.)	Models	50%	BSCSF16M031	Rendering of a model	3D Models	
				BSCSF16M038	Texturing	3D Models	
				BSCSF16M045	Modeling	3D Models	
8	Levels Design	Design of a Levels	30%	BSCSF16M031	Easy	Front End & Backend	
				BSCSF16M038	Medium	Front End & Backend	
				BSCSF16M045	Hard	Front End & Backend	
9	Scoring Calculations	Calculation of players efforts	20%	BSCSF16M031	Calculation of players efforts	Learning of algorithms	
				BSCSF16M038	Calculation of players efforts	Learning of algorithms	
				BSCSF16M045	Calculation of players efforts	Learning of algorithms	
10	Game Controls (Only supports mouse and keyboard controls) Basic actions are performed (Movement and attacks)	Facilitate to user interface	60%	BSCSF16M031	Working of players using input controls	Learning of input controls	
				BSCSF16M038	Working of players using input controls	Learning of input controls	
				BSCSF16M045	Working of players using input controls	Learning of input controls	
11			50%	BSCSF16M031			

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	Graphics Design Visibility of the detail on the 3d models	Functionality of machine learning		BSCSF16M038			
				BSCSF16M045			
12	Sound/Music Development	Identification of team player	30%	BSCSF16M031			
				BSCSF16M038			
				BSCSF16M045			
13	Realistic Interactions of Player's (through Artificial Intelligence)	Interaction of players	80%	BSCSF16M031			
				BSCSF16M038			
				BSCSF16M045			
14	Teams management	Identify teams	80%	BSCSF16M031			
				BSCSF16M038			
				BSCSF16M045			
15	Backend database management system	Functionality of a Game	30%	BSCSF16M031			
				BSCSF16M038			
				BSCSF16M045			
16	Death of characters	Game Over	100%	BSCSF16M031			
				BSCSF16M038			
				BSCSF16M045			

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