

Drvr



Freude am Fahren

Presentation Timeline

Today's coverage

Introduction

Purpose and
target
market

Design
Methodology

Deployment
Environment

Development
Environment

Technologies
Used

About

03

Say hello to the future of learning to about cars



A fun way to
learn about
the
automobile

Our Philosophy

The way we roll

04

“Rethink the way you drive. ”



Fun



Ease of use



Effective learning

Target Market

Focussed at the target

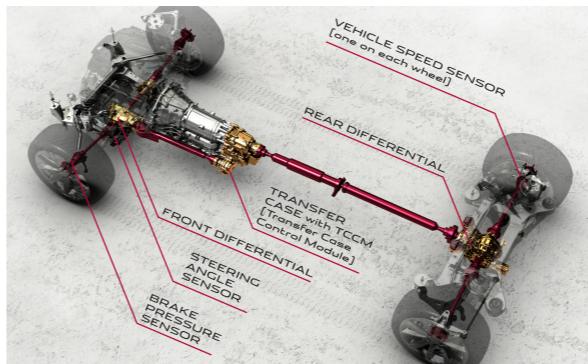
05



New Drivers



Existing drivers who want to refresh their knowledge on cars



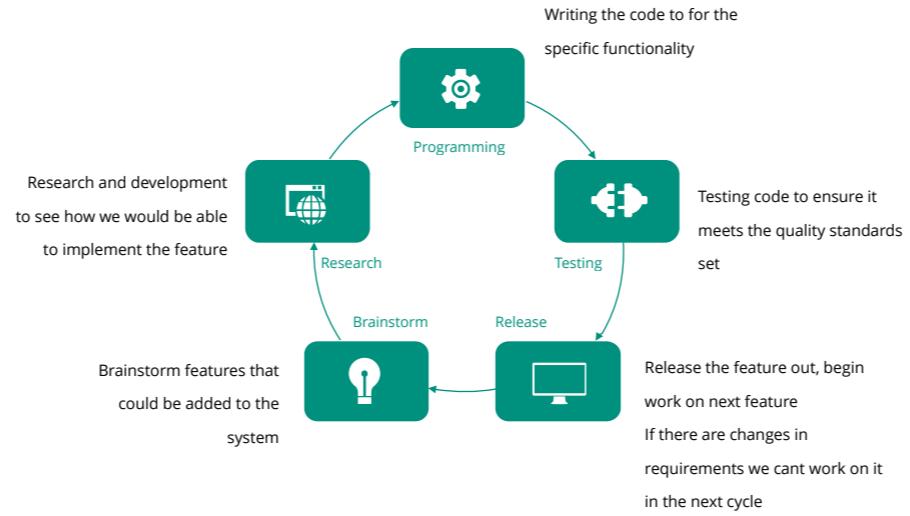
Mainly for people who want to learn things about cars (ie: knowing the various terms about cars, and how the parts work together)

Done via interaction with a cutaway of the car

Design Methodology

Designing and building excellence

06



Deployment Model

The cutting edge future. Delivered.

07



Windows 8 and above

Development Environment

08

We built this.

Visual Studio
2013



More functionality
compared to Visual
Basic

More user friendly
compared to Qt



Large Development Community



Free*



Support for Visual C++

*free for students in university

Technologies

At the forefront

09



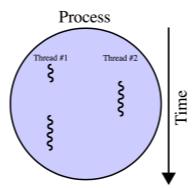
Git repository

For version control purposes



C++

For object orientated programming with full controls



Multithreading

Allows each component of the car being simulated to run individually

We aren't using a game engine due to our lack of expertise in game engines, and it would take too long to master it, hence potentially limiting the features we would be able to deliver

Each part of the car should be thread – show that it is a distributed system



Good Bye

Thank you for your time