3D Isometric Gas Station Simulation with Data Structures

Project Proposal

Introduction

This project is developed for the coursework of the Programming Data Structures and Algorithms module of NIBM. The final outcome of the project is an Isometric 3D experience which animates the functionality of a Gas Station. Unity and Blender will be used to build this project along with C# language.

Figure 1: Example of isometric design

Functionalities

- Vehicles will move towards the Gas outlets.
- Other vehicles should wait for the vehicle in the front.
- Only the vehicles that came through the queue will be refilled.

Justification

The queue data structure is widely explained with vehicle queue examples. As it is self-explanatory by that fact, in a project where a vehicle queue is implemented programmatically, the queue data structure is the best for it.

Members and Contribution

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