

Team Name : The Still Variable

Course : Software Project Lab 1

Course Code:SE-2112

Project Title : Airplane Sky-force Game

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Team members:

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❏ **Overview:**

1.1. Introduction:

This is a proposal for software project lab I. This project will be developed during the 3rd semester of BSSE 1th Batch, IIT, NSTU, from January 2019 to end of the semester and the final project will be delivered at March 2019. We hope, we will give the half work presentation during the Second week of February as directed. We will work along with our regular academic courses. This project is the implementation part of the course Software Project Lab - I.

1.2. Title: Airplane-Sky force game Project.

1.3.Motivation:

Playing games on PC or Desktop is a very excellent way of passing leisure. Various games are available today . airplane sky-force is a popular game in Bangladesh . Previously Nokia 1210 model mobile gives scope to play this game which was not available at any other mobile phone.as new new android mobile are available in our local market ,the previous version of Nokia has been vanished . we think that People will get themselves entertained playing this game with in pc and Desktop version. It is a game of expertness.

2.1. Game Description:

- ❖ *There will be a air fighter who continuously throw bullet and destroy enemy who are coming from opposite direction.*
- ❖ *Opposite direction enemy will be 4 or 5 type different colour airplane*
- ❖ *Air fighter must have a life strength.*
- ❖ *Some times a special airplane will come from opposite direction . if air fighter destroy this airplane then it obtain bonus point*
- ❖ *There will also some air fighter model.one can bye these model with his or her obtain coin..*
- ❖ *Fighter Airplane can through 2 or 3 times its special bullet package*
- ❖ *Background scenery will change dynamically.*
- ❖ *Game will continue a time period which user define type.*

3.1. *Benefits of playing this game:*

- **Improves decision making:** All games have a gameplay where a player must make a set of choices to move forward with the objective. Most of these decisions have to be made in a fraction of a second. This means that the player must weigh the pros and cons in a flash to arrive at a conclusion. So, gaming simulates the process of making choices which is a good practice for real world problems.
- **Hand-eye coordination:** Many a times, a gamer has to control a character in a fast paced environment like a motor race, where constant vigilance has to be maintained to steer clear of obstacles. Enter the hand to eye coordination skills to test the user for fast adaptability to environmental changes. This makes the link between the hand and the eye sharp as a knife which is very beneficial in everyday life.
- ***Faster response time:*** Getting used to reacting quickly while playing action packed games results in faster response times in everyday life .It makes your mind attentive to stimulus. In short, it prepares you for the zombie apocalypse.

➤ ***Games can be educational:-***

Video games can be used as a medium to aid in the learning process of kids. The idea of a game naturally excites children which makes it an ever powerful tool to teach mathematics, pattern matching and language skills. This way, learning and fun can go hand in hand. Simulators of flight and driving helps the learner get used to the specifics of motor skills before even hopping on to a vehicle. It boosts confidence and serves as an excellent practice to the user.

3.2. Objectives:

Through this project our goal is to learn:

- **Efficient OOP using JAVA:** As we develop our project using java language we believe that it will enhance our knowledge.
- **Builds team work :** We know that Team work is instrumental in any profession for innumerable tasks and robust products. Not surprisingly , it can be tapped into with the help of multi-player games. This brings forth a sense of belonging to a team and the game is completed through a collective [execution of ideas which also enables group thinking.](#)

3.3. Scope:

- ❖ This game will be available on Desktop and PC version.
- ❖ Later versions may be developed for Android.

3.4. Deliverables:

- ❖ Documentation
- ❖ User Manual
- ❖ Source code
- ❖ A .ppt file

3.5. Requirements:

No specific OS is needed. We use Netbeans or eclipse software to develop this project . One can play this game within his or her Desktop or Pc after installation it.

4.1. Work Distribution:

<i>Task</i>	<i>Active Member</i>
Proposal	ANWAR KABIR SAJIB;KAMRUZZAMAN SHEK; IMRAN HOSSAIN
Requirement Analysis, Specification	ANWAR KABIR SAJIB;KAMRUZZAMAN SHEK
Design	ANWAR KABIR SAJIB;IMRAN HOSSAIN
Study	ANWAR KABIR SAJIB;KAMRUZZAMAN SHEK; IMRAN HOSSAIN
Coding	ANWAR KABIR SAJIB;KAMRUZZAMAN SHEK
Testing	KAMRUZZAMAN SHEK;IMRAN HOSSAIN

Table:1

4.2. Proposed Time line:

<i>Task</i>	<i>Deadline</i>
Project Proposal	Within 3rd week of January
Requirement Analysis, Specification	Within 21th January
Designing, Study	With in 28th January
Coding	with in 24th February
Final Testing	With in 3rd March

Table:2

The Grant Diagram is Describe Below in figure 1:

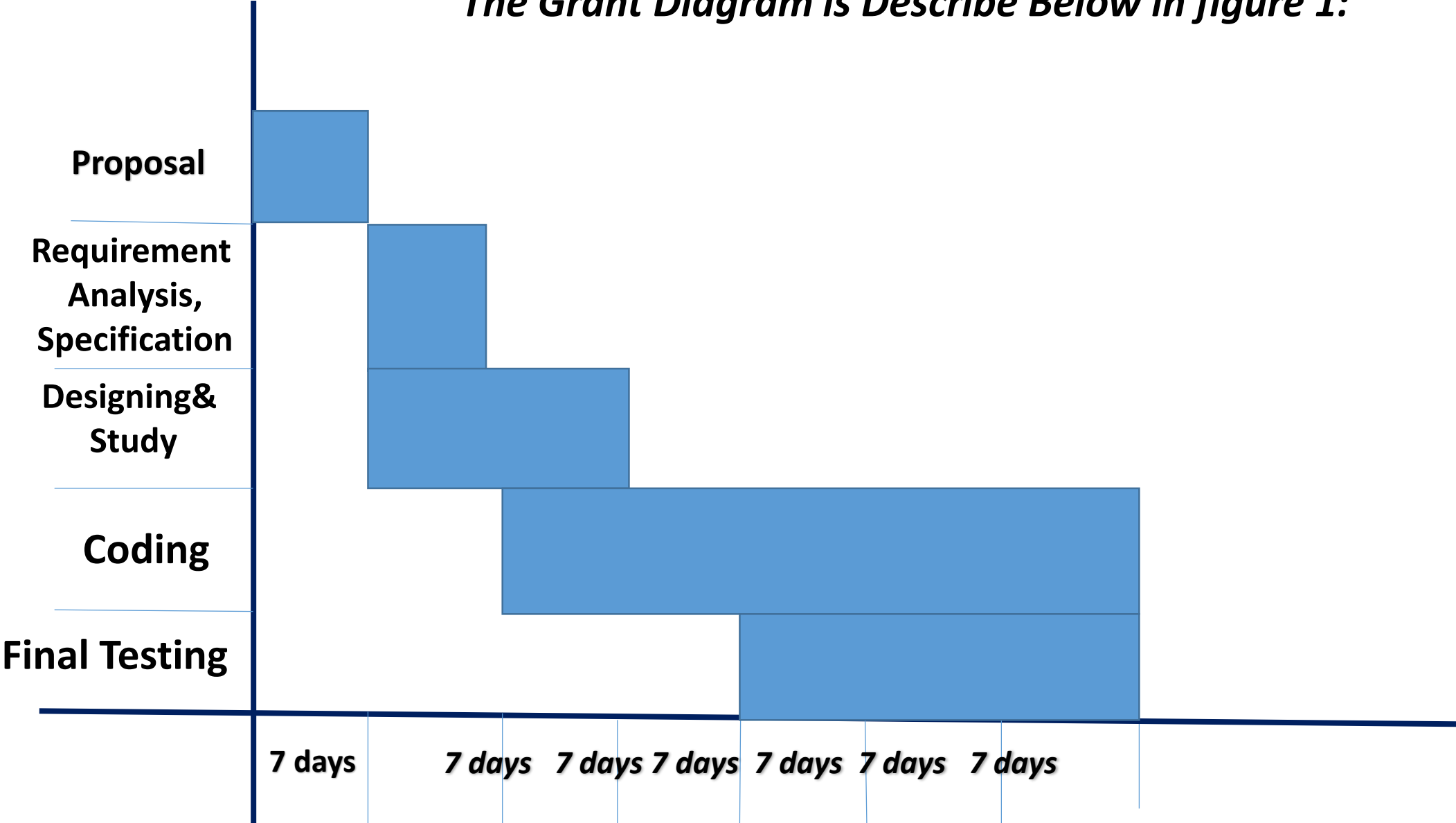


Figure 1: Time Scale

4. Summary:

It is very interesting to play your own developed game. It is more interesting to watch anyone else playing your own game. This project will deliver the homemade childhood version of cricket online. So, Bangladeshi game lover users can take them back to their childhood by playing this game .

5. Reference:

Text-

- ❖ Java How to Program by Deitel
- ❖ Java the Complete Reference by Herbert Schildt

Web resource:-

- ❖ <https://www.google.com>
- ❖ <https://www.wikipedia.org>
- ❖ <https://www.youtube.com>