Janardan Bhagat Shikshan Prasarak Sanstha

CHANGU KANA THAKUR

Arts, Commerce & Science College (Autonomous)
New Panvel (w)
A PROJECT REPORT ON
"Cube World"

SUBMITTED TO
UNIVERSITY OF MUMBAI

By
Mr. Kshitij Baban Bagal

Under The Guidance of
Prof. MR. Navneet Bhoir

2020-2021

Department of Computer Science

CERTIFICATE

This is to certified that the project entitled

""

Is successfully completed by **Mr. Kshitij Baban Bagal** Roll No: 03, Examination No: BCS005003 under the guidance of **Prof. MR. Navneet Bhoir,** during the academic period of 1st Aug 2020 to 11th Jan 2021 as per the syllabus, fulfilment for the completion of the B.S.C degree in the Computer Science. It is also certify that this is original work of the candidate done during academic year 2020-2021.

Place: New Panvel

Date:11

Head of Examiners   Principle

Internal Examiner   External Examiner

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❖Introduction

Game development is a one of the most popular field of computer science. Games can bring us entertainment, joy and of course money.

I always wanted to play and develop games that can capture players mind in them as if the games are incanting the players. So I have tried to make a simplest form of 3D game in order to gain basic knowledge through self-learning.

In this game the player for starter is a basic 3D cube and obstacles are also basic cubes. When player start APP (game) they will gate to the start page. After that they can choose to play the game or quit it .there is an also an option for adjusting the sound volume.

If player choose to play they will be directed to first level with objective of clearing level with avoiding abject and collecting coins. If player goes out of platform or collide with obstacle then that level restarts. Only if level is completed then one message will show the message "LEVEL 1 Completed" then player can prosed to next level.

I have used visual studio here to program the script for used in game and unity game engine which is one of the most prominent game engine.

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❖ Requirement Specification:-
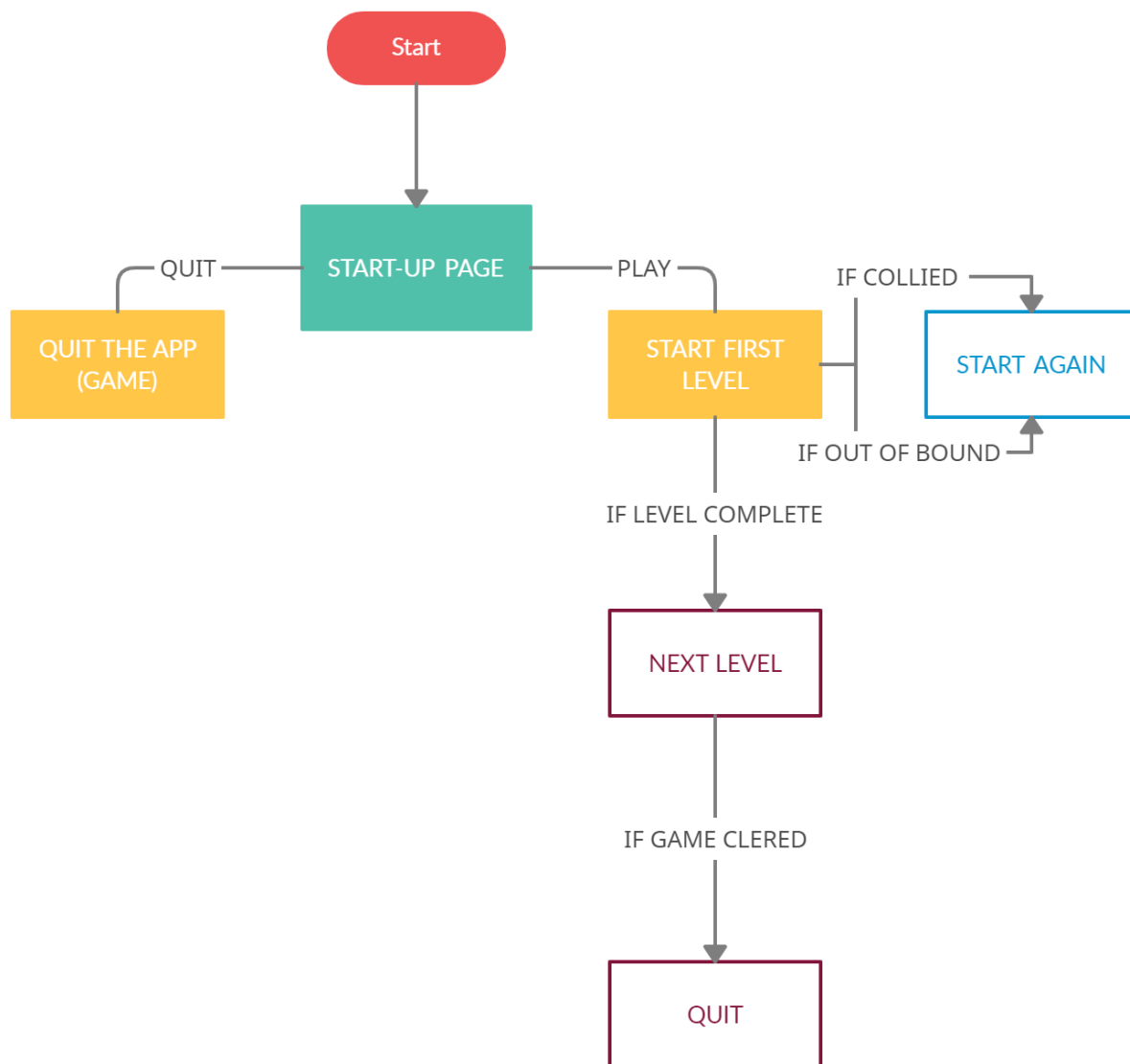
➢ Software

- Unity Game Engine (2019.4.18f 64-bit)
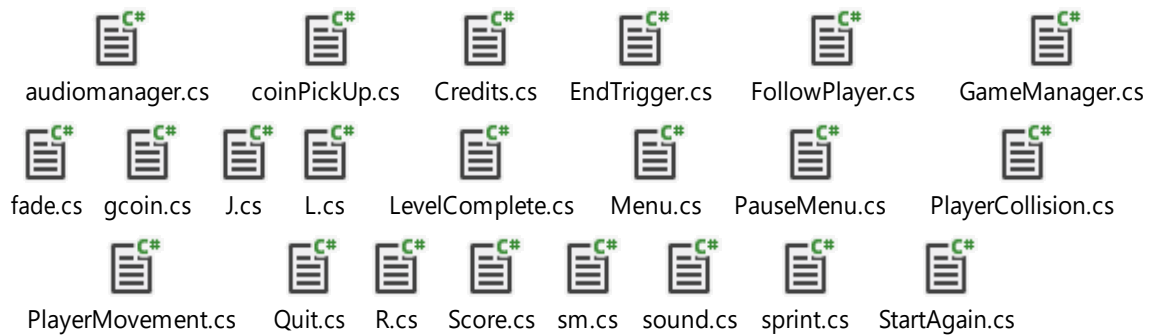- Unity Hub
- Visual studio 2019
- Android SDK

➢ Hardware

- Laptop / Pc
- Processor- AMD Ryzen 5 3600
- 250GB SSD / 500GB HDD
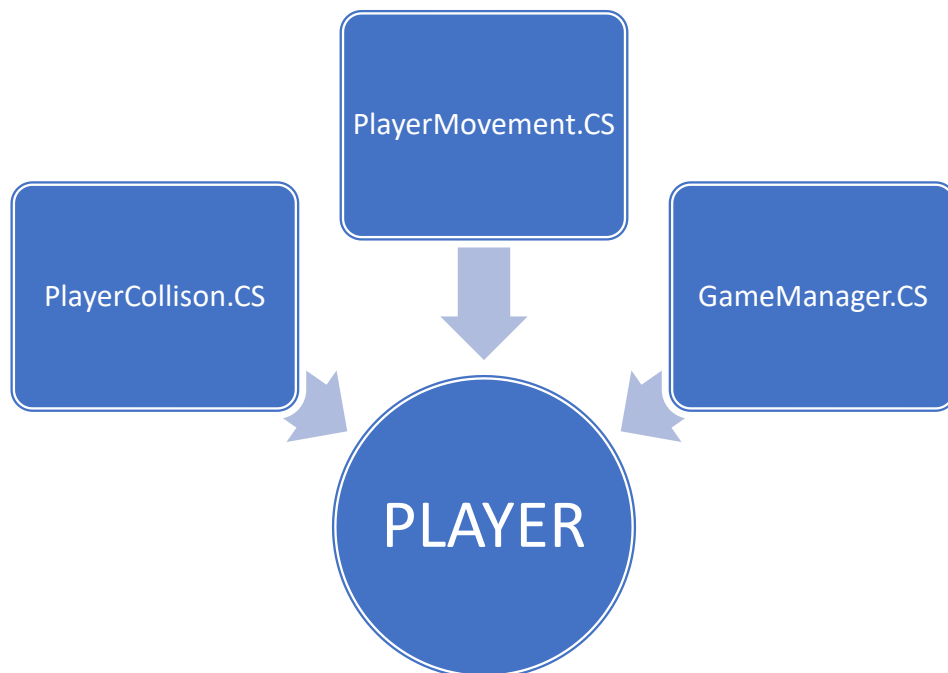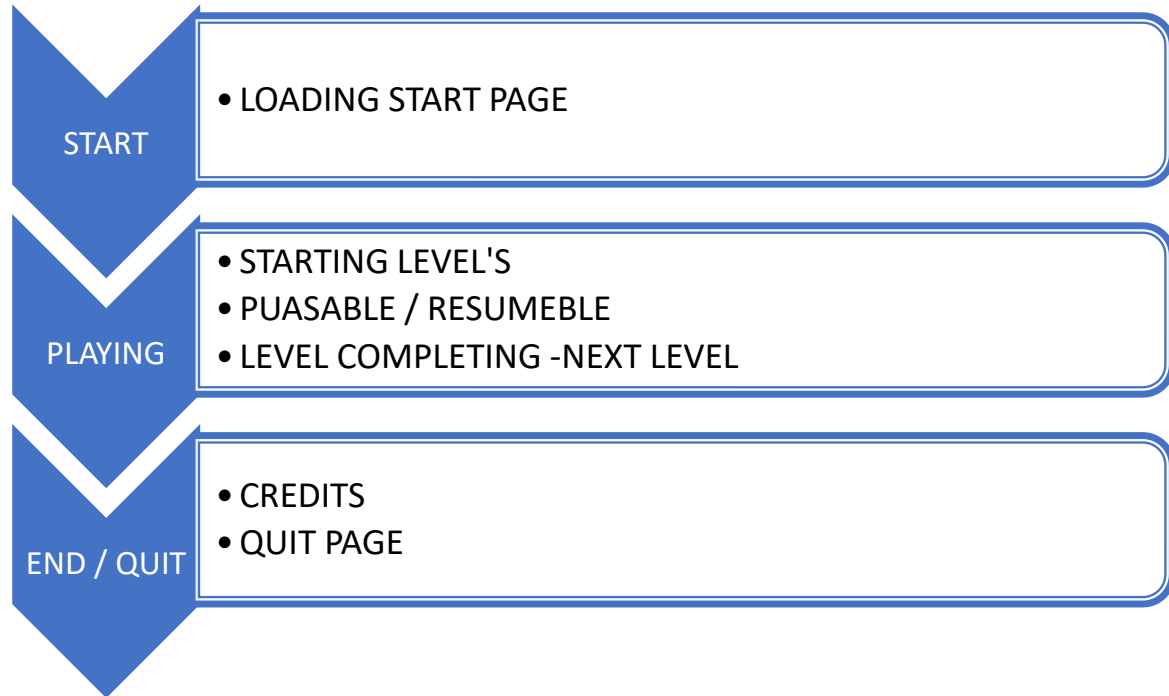- MIN 4GB Graphic Card

❖ System Design:

Flowchart:
- Start → START-UP PAGE
- START-UP PAGE → QUIT → QUIT THE APP (GAME)
- START-UP PAGE → PLAY → START FIRST LEVEL
- START FIRST LEVEL → IF COLLIED → START AGAIN
- START FIRST LEVEL → IF OUT OF BOUND → START AGAIN
- START FIRST LEVEL → IF LEVEL COMPLETE → NEXT LEVEL
- NEXT LEVEL → IF GAME CLERED → QUIT

❖ System Implementation

✓ Script's

audiomanager.cs	coinPickUp.cs	Credits.cs	EndTrigger.cs	FollowPlayer.cs	GameManager.cs

fade.cs	gcoin.cs	J.cs	L.cs	LevelComplete.cs	Menu.cs	PauseMenu.cs	PlayerCollision.cs

PlayerMovement.cs	Quit.cs	R.cs	Score.cs	sm.cs	sound.cs	sprint.cs	StartAgain.cs

✓ Scene's

Start	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Credits

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✓ Algorithms / Script Methodology

START
- LOADING START PAGE

PLAYING
- STARTING LEVEL'S
- PUASABLE / RESUMEBLE
- LEVEL COMPLETING -NEXT LEVEL

END / QUIT
- CREDITS
- QUIT PAGE

PlayerMovement.CS

PlayerCollison.CS

GameManager.CS

PLAYER

SCENE

- LevelComplite.CS
- StartAgain.CS
- Quit.CS
- EndTrigger.CS

Camera

- FollowPlayer.

UI CANVAS

- Fades.CS
- PauseMenu.CS
- Menu.CS
- Score.CS
- Creadits.CS

Audio

- audionmanager.CS
- sm.CS
- sound.CS

UI BUTTON's

- L.CS   (left)
- R.CS (right)
- J.CS   (jump)
- Sprint.CS

PICK-UP / COIN

- gcoin.cs
- coinPickUp.CS

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❖ScreenShots:–
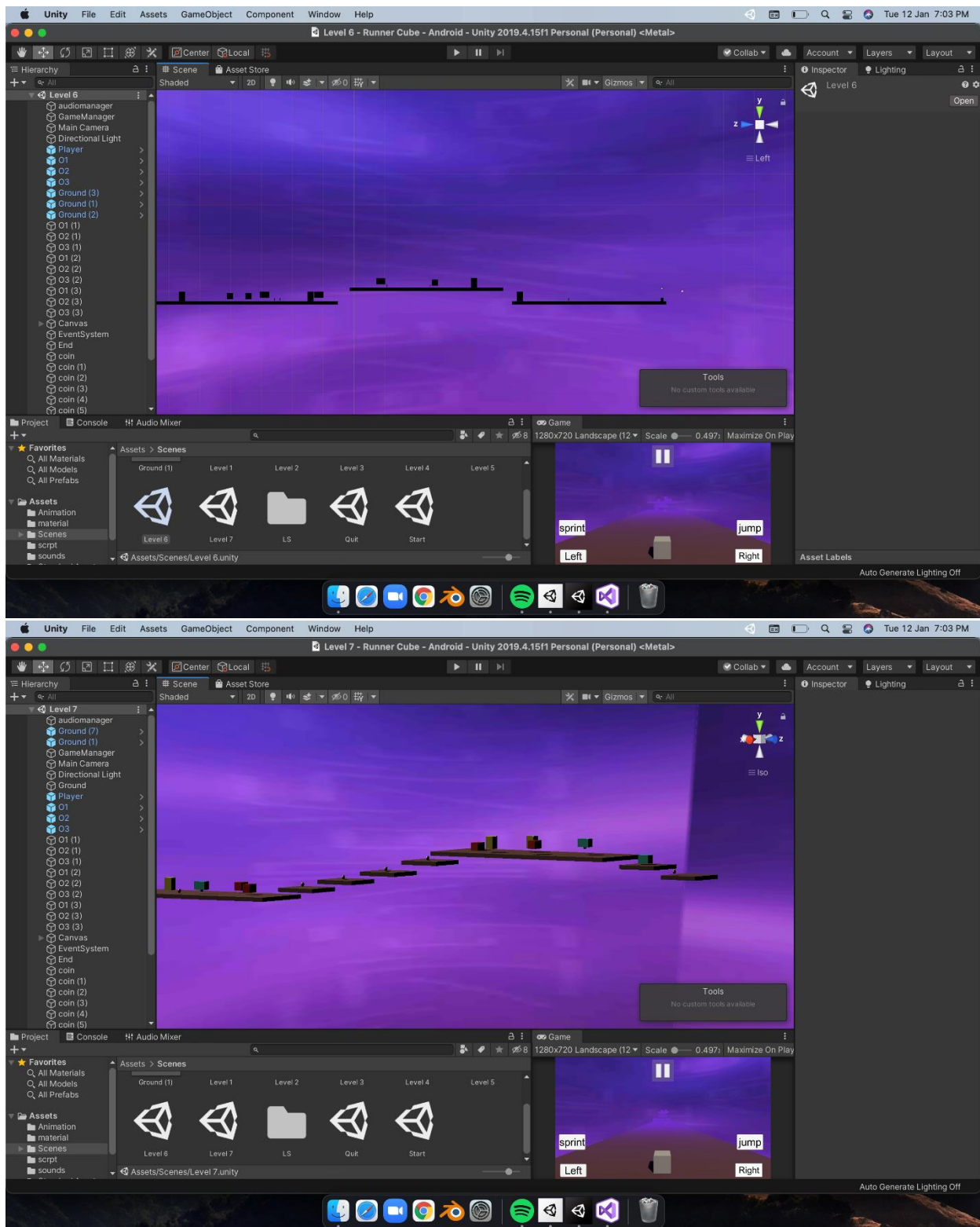
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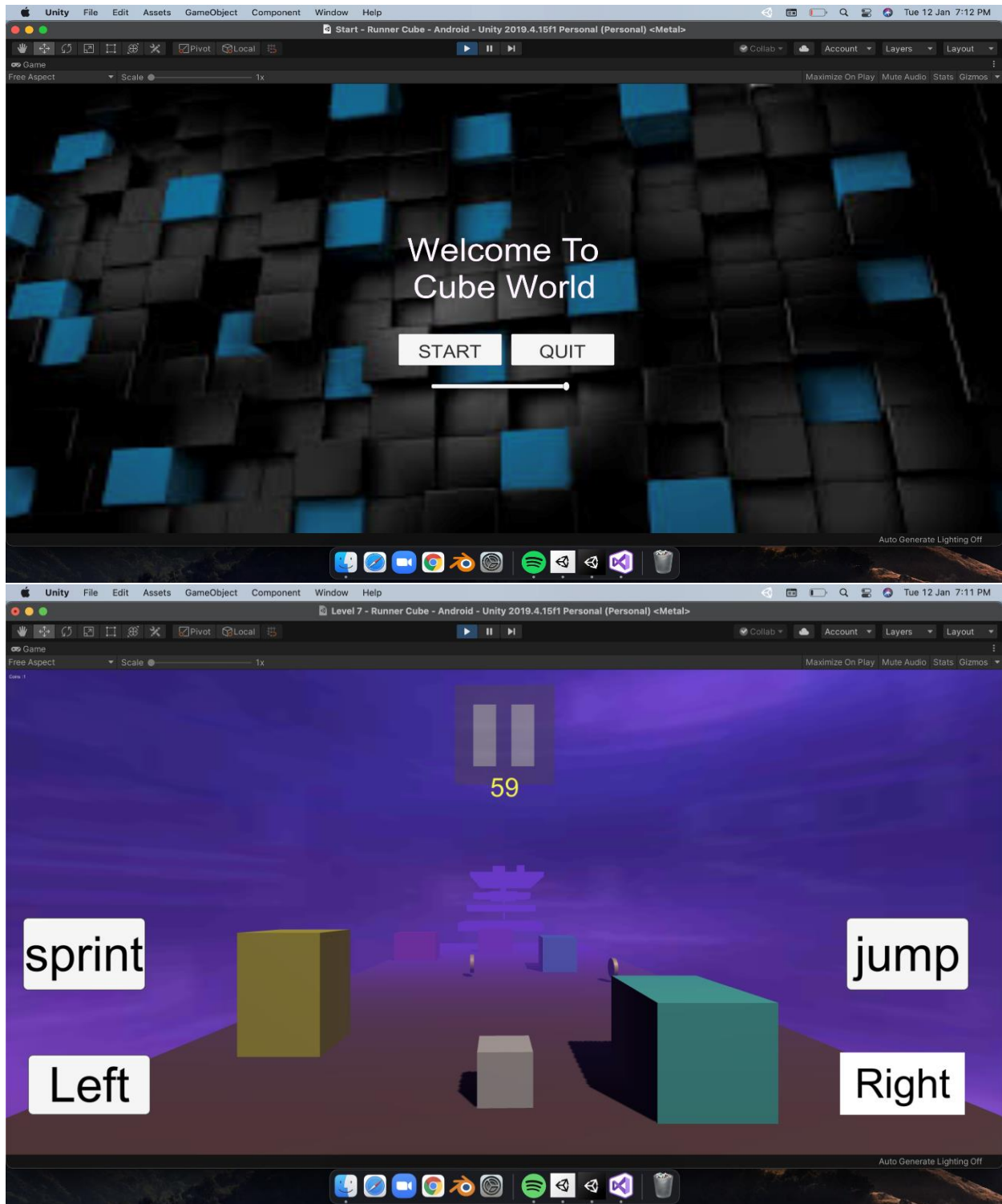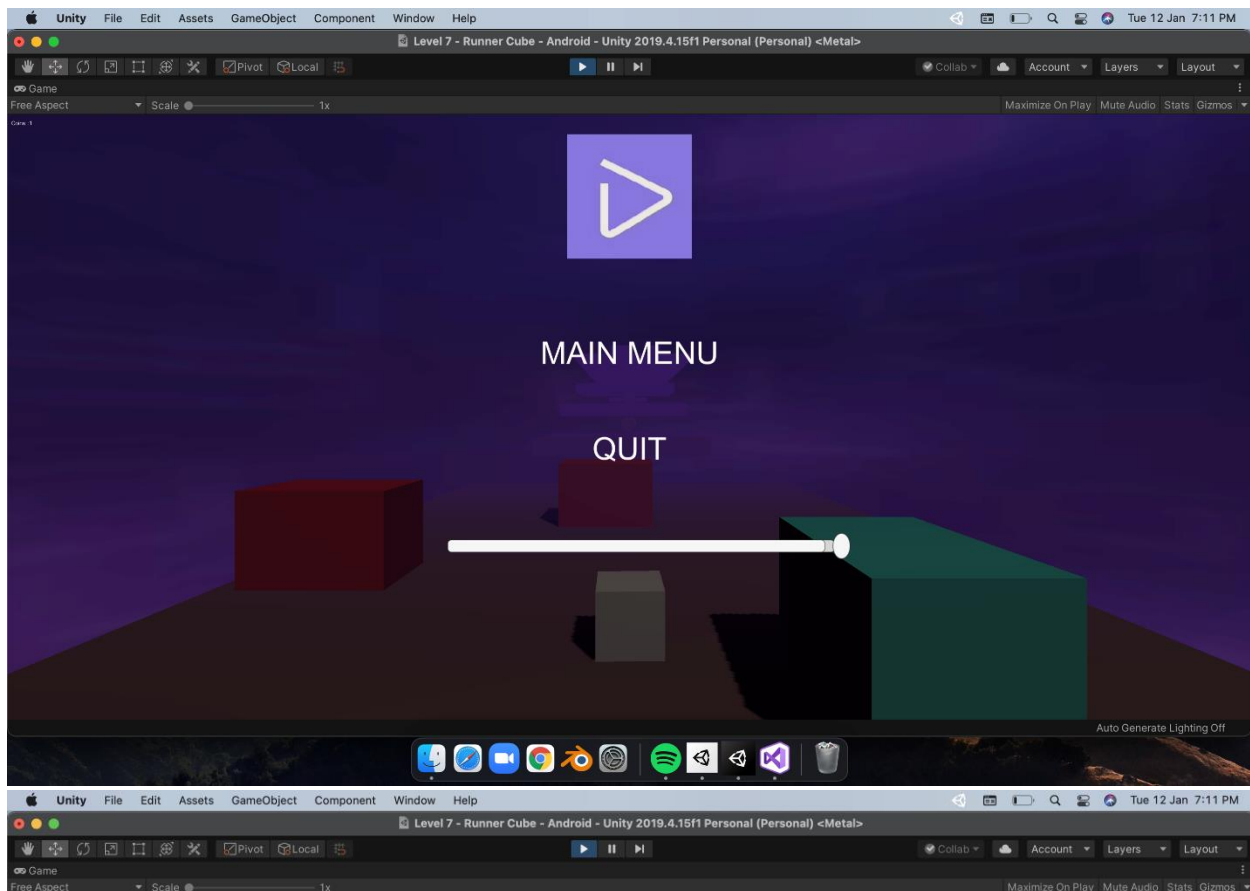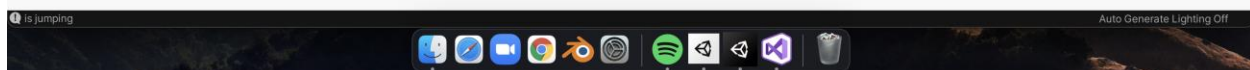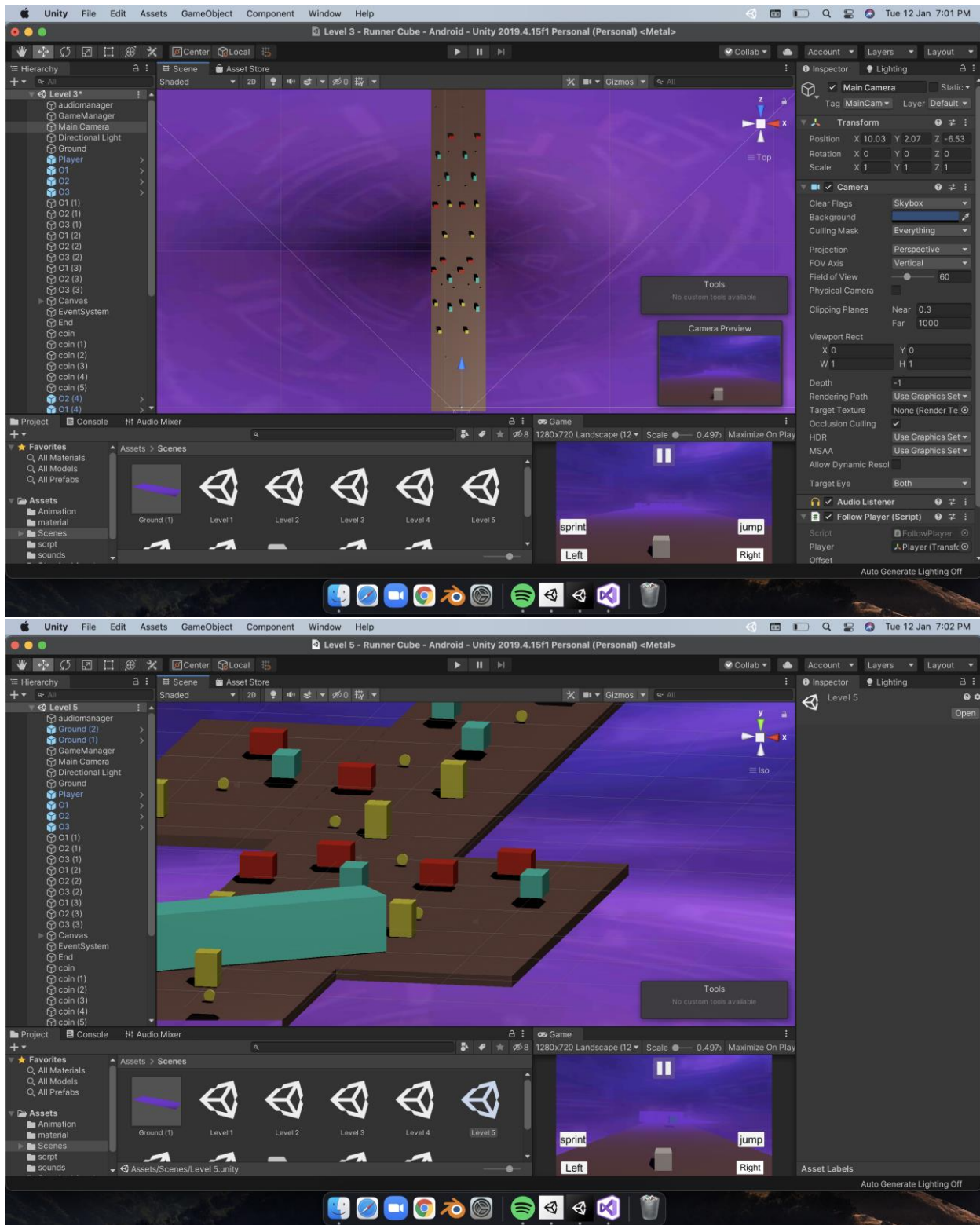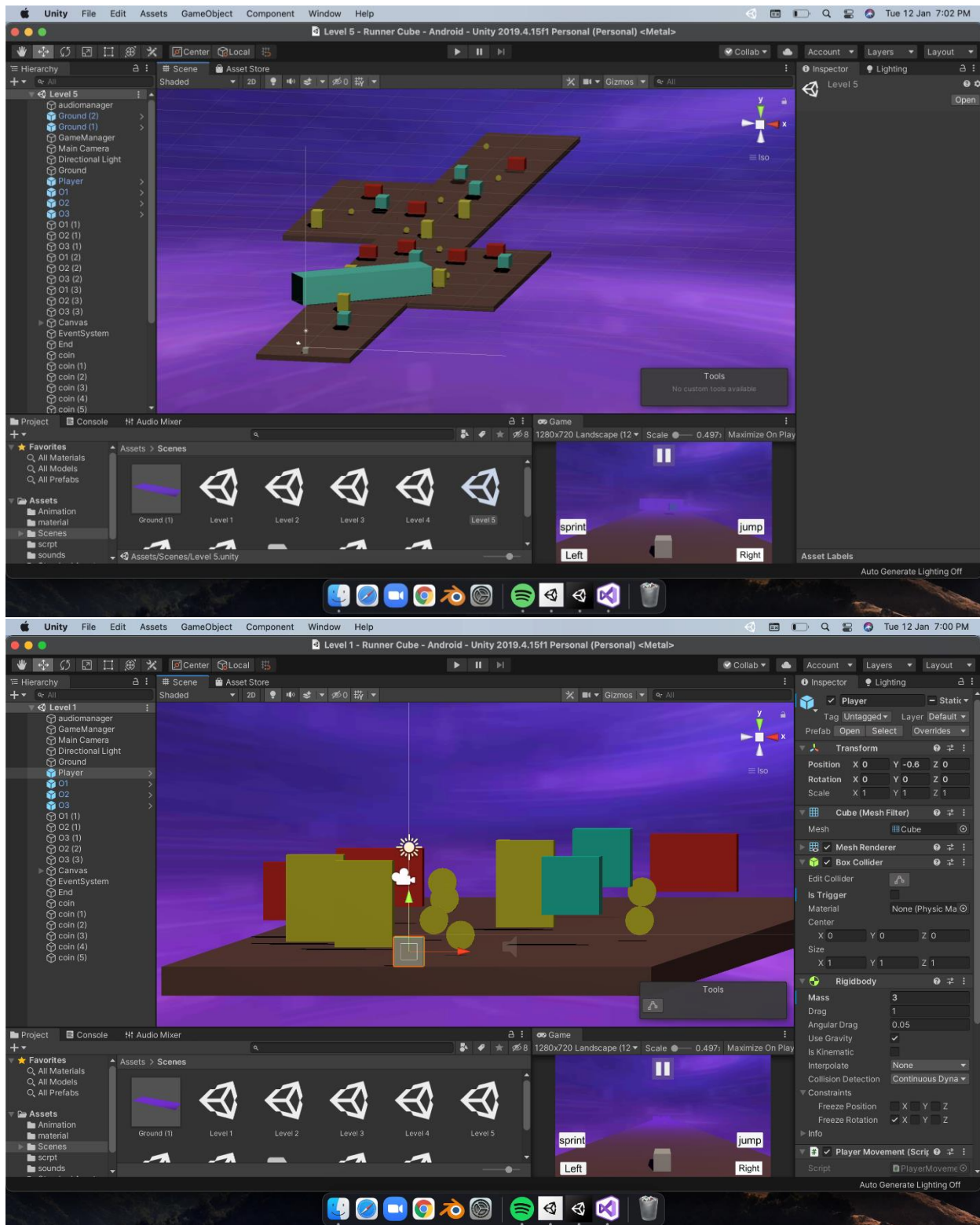
❖ Conclusion:

If we want to make our career in game development we have to get experience with small projects to make that knowledge ours.

In this game we can go till end if your controls are preciously in our mind. For minute movement it require to attentively play. The part for next level is depending upon experiences of previous games.

❖ Future Scope:

In future we will sure to add new layout for player, obstacles and environment. Adding new levels, new worlds will be also of main part. The development in character skins and the animated behavior will be surly be not miss-out.

Creating in-game shop is our main objective for latter development with ad's that can be used to reward players and also for our profit.

Many more things that we can't think of right now but surly we will be trying to never stop improving.

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❖ Plagiarism Report:
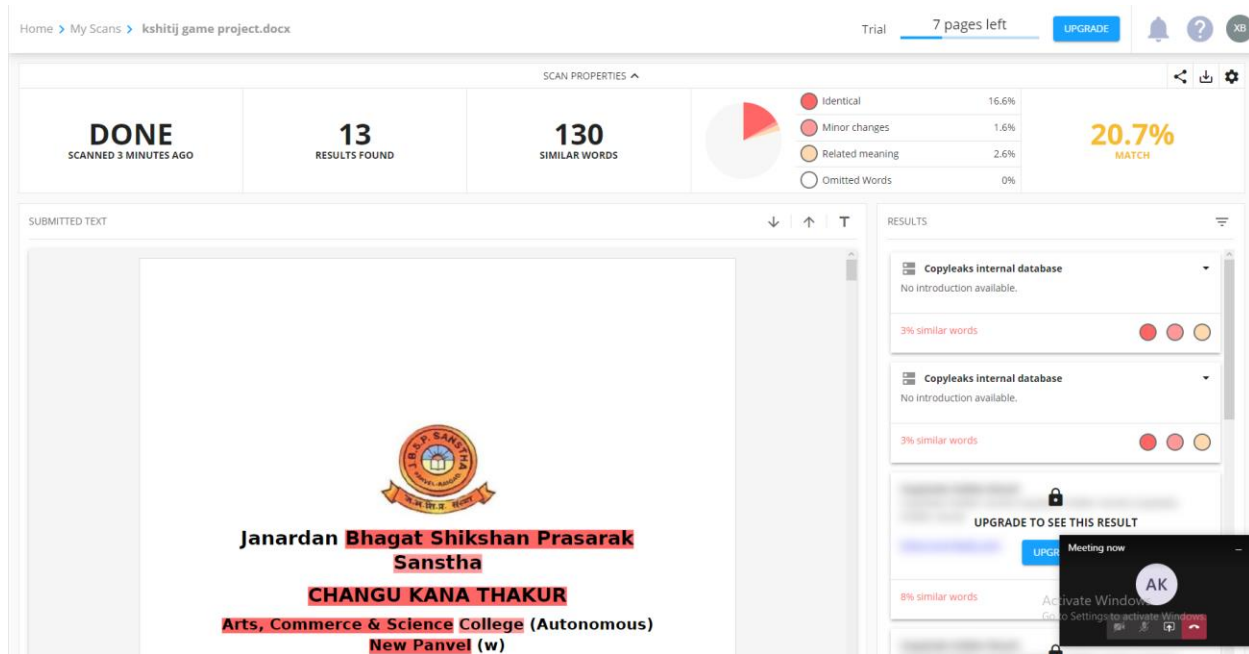
❖ References:

- ➢ YouTube Channel – Brackey's
- ➢ GitHub
- ➢ Unity Community

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