

Mini Project Logbook

Obstacle Detection in Car Racing Game

Group Members

Roll No: 04 Name: Sartak Bansod

Roll No: 16 Name: Ashish Gupta

Roll No: 19 Name: Nimisha Jain

Roll No: 54 Name: Rohan Singh

Supervisor/Guide:

Sangeeta Oswal



Department of Artificial Intelligence and Data Science
Vivekanand Education Society's Institute of Technology



Vivekanand Education Society's Institute of Technology

(Affiliated to University of Mumbai, Approved by AICTE & Recognized by Govt. of Maharashtra)

Academic Year: 2021-2022

Department of Artificial Intelligence and Data Science

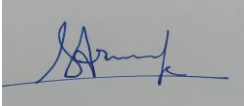
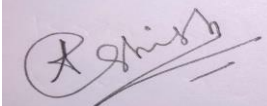
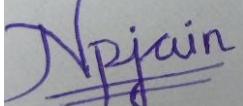

2021-2022

Group No: 03

Project Title: Obstacle Detection in Car Racing Game

Guide: Sangeeta Oswal

Students Details:

	Member-1	Member-2	Member-3	Member-4
Roll No	04	16	19	54
Name	Sartak Bansod	Ashish Gupta	Nimisha Jain	Rohan Singh
Class	D6AD	D6AD	D6AD	D6AD
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Signature				



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Course Outcomes

Course Outcome:

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/ experimental/simulations.
5. Analyse the impact of solutions in societal and environmental context for sustainable development.
6. Use standard norms of engineering practices
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
9. Demonstrate project management principles during project work.



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Proposed Schedule for Mini Project

Week/ Date	Content	Time Required (Hours)	Remark	Signature
1	Understand car racing game and learn how it works.	3		
2	Understand the potential of AI in Game.	2		
3	Read on the algorithms that may be required to develop obstacle detection and the technology to be use in it.	3		
4		3		
5	Understand in more detail how the algorithms work	4		
6	Map the structure of the game.	2.5		
7	Learn some Technologies for designing the basic game UI.	5		
8	Implement User Interface for the Game.	3		
9	Adding some extra elements and concluding the initial stage.	2		



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2021-2022

Mini-Project Progress Report Sem – 3

Project Gr No : 03

Title: Obstacle Detection in Car Racing Game

Guide: Sangeeta Oswal

Roll No	Name of Project Member
04	Sartak Bansod
16	Ashish Gupta
19	Nimisha Jain
54	Rohan Singh

Week/Date	Work Done	Students Present	Sign of Guide
1	Understand car racing game and learn how it works.	Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	
2	Understand the potential of AI in Game.	Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	
3	Read about the YOLO algorithms that will be required to develop obstacle detection and the technology to be used to be used in development of overall game.	Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	
4		Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	



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Week/Date	Work Done	Students Present	Sign of Guide
5	Understand in more detail how the YOLO algorithms work and to integrate it.	Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	
6	Map the structure of the game.	Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	
7	Learn some Technologies for designing the basic game UI.	Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	
8	Implement User Interface for the Game.	Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	
9	Adding some extra elements and concluding the initial stage.	Sartak Bansod	
		Ashish Gupta	
		Nimisha Jain	
		Rohan Singh	