Mini Project Logbook

Car Racing Game

Group Members

Roll No: 04 Name Sarthak Bansod

Roll No: 16 Name Ashish Gupta

Roll No: 19 Name Nimisha Jain

Roll No: 54 Name Rohan Singh

Supervisor/Guide:

Mrs. Sangeeta Oswal



**Department of Artificial Intelligence and Data Science**

Vivekanand Education Society’s Institute of Technology

Academic Year: 2021-2022

**Department of Artificial Intelligence and Data Science**

**2021-2022**

**Group No**: 03

**Project Title**: Car Racing Game

**Guide**: Mrs. Sangeeta Oswal

**Students Details**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Member-1 | Member-2 | Member-3 | Member-4 |
| Roll No | 04 | 16 | 19 | 54 |
| Name | Sarthak Bansod | Ashish Gupta | Nimisha Jain | Rohan Singh |
| Class | D6AD | D6AD | D6AD | D6AD |
| Contact | 9326429530 | 8879534079 | 9004894450 | 8454808576 |
| Email | 2020.sarthak.bansod@ves.ac.in | 2020.ashish.gupta@ves.ac.in | 2020.nimisha.jain@ves.ac.in | 2020.rohan.singh@ves.ac.in |
| Signature | C:\Users\admin\Downloads\WhatsApp Image 2021-12-18 at 11.45.44 AM.jpeg | C:\Users\admin\Downloads\WhatsApp Image 2021-12-18 at 11.40.21 AM.jpeg | C:\Users\admin\Downloads\WhatsApp Image 2021-12-18 at 11.37.00 AM.jpeg | C:\Users\admin\Downloads\WhatsApp Image 2021-12-18 at 11.18.51 AM.jpeg |

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.

**Proposed Schedule for Mini Project**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Week/ Date** | **Content** | **Time Required** | **Remark** | **Signature** |
| 1 | Understanding car racing game and learning how it works | 3 |  |  |
| 2 | Understanding the potential of AI in Game | 2 |  |  |
| 3 | Researching on the algorithm that may be required to develop car racing game | 3 |  |  |
| 4 | 3 |  |  |
| 5 | Understanding in more detail how the algorithm works | 4 |  |  |
| 6 | Mapping the structure of the game | 4 |  |  |
| 7 | Learning about technologies for designing the basic game UI | 3 |  |  |
| 8 | Implementing the user interface of the Game | 3 |  |  |
| 9 | Finalising the UI | 2 |  |  |
| 10 | Finalising the complete game | 2 |  |  |

**2021-2022**

**Mini-Project Progress Report**

**Sem – 4**

**Project Gr No** 03

**Title**: Car Racing Gaming

**Guide**: Mrs. Sangeeta Oswal

|  |  |
| --- | --- |
| **Roll No** | **Name of Project Member** |
| 04 | Sarthak Bansod |
| 16 | Ashish Gupta |
| 19 | Nimisha Jain |
| 54 | Rohan Singh |

|  |  |  |  |
| --- | --- | --- | --- |
| **Week/Date** | **Work Done** | **Students Present** | **Sign of Guide** |
| 1 | Understanding car racing game and learning how it works | Sarthak Bansod |  |
| Ashish Gupta |
| Nimisha Jain |
| Rohan Singh |  |
|  |
|  |
| 2 | Understanding the potential of AI in Game | Sarthak Bansod |  |
| Ashish Gupta |
| Nimisha Jain |
| Rohan Singh |  |
|  |
|  |
| 3 | Researching on the algorithm that may be required to develop car racing game |  |  |
| Sarthak Bansod |
| Ashish Gupta |
| Nimisha Jain |  |
| Rohan Singh |
|  |
| 4 | Researching on the algorithm that may be required to develop car racing game |  |  |
| Sarthak Bansod |
| Ashish Gupta |
| Nimisha Jain |  |
| Rohan Singh |
|  |
| **Week/Date** | **Work Done** | **Students Present** | **Sign of Guide** |
| 5 | Understanding in more detail how the algorithm works |  |  |
| Sarthak Bansod |
| Ashish Gupta |
| Nimisha Jain |  |
| Rohan Singh |
|  |
| 6 | Mapping the structure of the game |  |  |
| Sarthak Bansod |
| Ashish Gupta |
| Nimisha Jain |  |
| Rohan Singh |
|  |
| 7 | Learning about technologies for designing the basic game UI |  |  |
| Sarthak Bansod |
| Ashish Gupta |
| Nimisha Jain |  |
| Rohan Singh |
|  |
| 8 | Implementing the user interface of the Game |  |  |
| Sarthak Bansod |
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| 9 | Finalising the UI |  |  |
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| Ashish Gupta |
| Nimisha Jain |  |
| Rohan Singh |
|  |
| 10 | Finalising the complete game |  |  |
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|  |
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