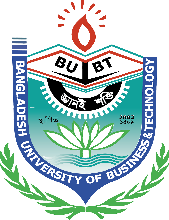
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| --- | --- | --- | --- | --- |
| CITY LIFE & 3D CLASSROOM | | | | |
|  |  | | |  |
| Project Proposal | | | | |
|  | | Mind Bender’s |  | |



**Bangladesh University of Business and Technology**

**Project Proposal**

Course title : Computer Graphics Lab

Course Code : CSE-343

**Submitted to**

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# 1. Project Proposal

As Per Instruction, According to Our Honorable Mam “Sweety Lema”, we choose our Project to complete.

We choose a simple and unique Project Idea, it is **“CITY LIFE & 3D CLASSROOM”**. In our system we provide some menu items. Before menu items, we will display a loading screen. Then, There will be few menu to go, City life Scenario, Color Game, 3D Classroom, About, Exit. User will choice as they need.

Our Project is **“CITY LIFE & 3D CLASSROOM”.** Here is briefly discussion about our model.

In our Model, A loading screen will appear then it shows some menu items. User will choice item as they need.

Menu Item list:

* City life Scenario
* 3D Classroom
* 2D Color game
* Help
* Exit

**City life :** In this system, We provide a city life graphical art work. Day and night mood available, and it can be controlled with keyboard. In day mood there is moving car, we can control speed also can stop and start the car. In the sky, there will be birds in day mood and plane in night mood. This system is fully keyboard controlled system.

**3D Classroom:** In this system, we designed a hole classroom with char, table, desk, board, fan, light and window. We can on or off lights, also can move our camera angle. We can turn on or off the fan and open or close the window. All the operation can be controlled with keyboard. It also includes 3D Transformation and transition.

**Color Game:** In this, there is some object we provided. Used Need to color the object according their need. It’s a 2D system.

# 2. Implementation

We Choose our project and express our ideas. Now it’s time to implement our project.

Our project will be 2D and 3D both according to ours needs. We will be use Codeblocks for our system implementation. We use “graphics.h” library function to system design and “conio.h” for equational deployment. We added few more library function to full fill our system design.

CITY LIFE

Exit

Interface

Color Game

3D Class

About

Fig: Simple System Model

**3. CONCLUSION**

Actually, our system is based on graphical art work. We will provide different type of scenario and also, we will work with 2D and 3D Transformation. We can control our system with mouse and keyboard.

Thank You