UNIVERSITY OF SARGODHA
DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

Capstone Project 2019-20   *BSCS 7ᵗʰ Self*

PROJECT IMPLEMENTATION PLAN

Sr.	Milestone Detail	Outcome	Project %	Roll #	Member's Contribution	Learning Outcome	Viva
1	Collection of assets and designs of Cars and weapons for them and modify it according to our game requirements.		5%	BSCSF16E004	Assets Collected equally.	Learned gameplay development.	
				BSCSF16E054	Assets Collected equally.	Learned gameplay development.	
				BSCSF16E033	Assets Collected equally.	Learned gameplay development.	
2	Designing the GUI (graphic user interface) of the game. (Main Menu, Play, options, Mission passed, mission failed, Next Level, exit).	Graphic user interface designed.	10%	BSCSF16E004	GUI developed individually, the best will be taken.	Main Menu development.	
				BSCSF16E054	GUI developed individually, the best will be taken.	Main Menu development.	
				BSCSF16E033	GUI developed individually, the best will be taken.	Main Menu development.	
3	Implementation of the GUI that has been designed.	Implementation of GUI will be completed.	20%	BSCSF16E004		Main Menu development.	
				BSCSF16E054		Main Menu development.	
				BSCSF16E033		Main Menu development.	
4	Coding of the GUI that has been implemented on the game.	Complete the coding require for GUI.	30%	BSCSF16E004		Learned GUI script.	
				BSCSF16E054		Learned GUI script.	
				BSCSF16E033		Learned GUI script.	

Team

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5	Creation of Map for the game (Mountain and city).	Map will be designed.	35%	BSCSF16E004	Doing coding for controls	.	
				BSCSF16E054	Development of map City.	Learned map development.	
				BSCSF16E033	Development of map City and Mountain.	Learned map development.	
6	Creation of Map for the game (Desert and forest).	Map will be designed.	40%	BSCSF16E003	Doing coding for controls,		
				BSCSF16E054	Development of map Forest and Desert.	Learned map development.	
				BSCSF16E033	Development of map Forest.	Learned map development.	
7	Creation of Scripts for Player Car Controls.	. Script has developed.	45%	BSCSF16E004	Coding for the development of the script for player car movement	Learned script player car Controls.	
				BSCSF16E054	Adjusting the created maps.	Learned map development	
				BSCSF16E033	Adjusting the created maps.	Learned map development	
8	Developing of sound animator script for game like firing, car sound etc.	Sound has developed.	50%	BSCSF16E004	Sound script developed individually, the best will be taken.	Learned sound of game development.	
				BSCSF16E054	Sound script developed individually, the best will be taken.	Learned sound of game development.	
				BSCSF16E033	Sound script developed individually, the best will be taken.	Learned sound of game development.	
		Script has developed.	55%	BSCSF16E004	Develop script for Enemy Car Attack.	Learned Enemy car attack script.	

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9	Develop script for Enemy car attack, player car attack, and enemy car health.			BSCSF16E054	Develop script for Player Car Attack	Learned Player car health script.	
				BSCSF16E033	Develop script for Enemy Car health.	Learned enemy car health script.	
10	Develop script for win or lose, game start.	Script has developed.	60%	BSCSF16E004	Develop script for Winning.	Leaned winning script.	
				BSCSF16E054	Develop script for Losing.	Learned losing script.	
				BSCSF16E033	Develop script for game start.	Learned gamestart script.	
11	Designing of Levels for each map (4 levels each).	.Levels for the maps will be developed.	70%	BSCSF16E004	Designed levels for map desert and forest.	Learned level designing.	
				BSCSF16E054	Designed levels for map City	Learned level designing.	
				BSCSF16E033	Designed levels for map mountain.	Learned level designing.	
12	. Applying the collection of assets that we have collected initially for cars and weapons.	Assets applied.	80%	BSCSF16E004	Equally applied the assets on the gameplay.	Learned gameplay Development.	
				BSCSF16E054	Equally applied the assets on the gameplay.	Learned gameplay Development.	
				BSCSF16E033	Equally applied the assets on the gameplay.	Learned gameplay Development.	
13	Developing and designing of Enemy Cars and design patterns for them.	Designing and developing of Enemy cars with their pattern.	85%	BSCSF16E004	Implementation of enemy car patterns.		
				BSCSF16E054	Designing patterns for enemy car designs.		
				BSCSF16E033	Designing patterns for enemy car designs.		
			90%	BSCSF16E004	Enemy car designs.	Learned AI scripts.	
				BSCSF16E054	Animations for enemy cars.	Learned AI scripts.	

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14	Addition of AI scripts for Enemy cars so that they will able to learn according to player movements and will increase difficulty level for every next level.	AI scripts for enemy cars.		BSCSF16E033	Implementation of enemy cars on the levels.	Learned AI scripts.	
15	Develop and implementation supervised neural networks scripting.	Neural networks designed and implemented.	95%	BSCSF16E004	Developing of neural networks.	Neural Networks scripting designing.	
				BSCSF16E054	Developing of neural networks.	Neural Networks scripting designing.	
				BSCSF16E033	Implementation of neural networks.	Neural Networks scripting implementation.	
16	Testing, debugging and removing errors and glitches like graphic and movements.	Testing of the components.	100%	BSCSF16E004	Testing of components and modified if required.	Learned Testing Techniques	
				BSCSF16E054	Testing of components and modified if required.	Learned Testing Techniques.	
				BSCSF16E033	Testing of components and modified if required.	Learned Testing Techniques	

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