Project Proposal

Car Racing game in Unity

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Abstract:

For our final year group, our group decided to develop an auto racing game designed in unity. We will attempt to develop an easy auto racing game supported basic design patterns. Our group would really like to implement an auto racing Game supported the Android system. We attempt to implement an easy car game supported the essential design. The thing of this game is to survive as long as possible and obtain to the High scores within the shortest possible time while avoiding the obstacles on the tracks. Within the fast growing field of software engineering and development and even sooner growing sector of game development the longer term is tough to predict. We are working with this game as our final year Capstone project and ass a neighborhood of our degree we elect this sort of labor for doing better with development cycle, development period, graphics, scripting, adopting new technology, and animation. Generally, software project may be a project that specialize in creation of software. Consequently, Success are often measured by a taking check out the resulting software. During a game project, the product is game. However and here comes the purpose: A game is far quite just its software. It has to supply content to become enjoyable. A bit like an internet server: Without content, the server is useless, and therefore the quality cannot be measured. This has a crucial effect on the sport project as an entire. The software a part of the project is not the sole one and it must be considered in connection to all or any the opposite parts: The environment of the sport, the story, characters, game plays, and therefore the artwork.

Goals:

Goal of our game is to enhance a person's skill set of handling different kinds of hurdles to achieve the goal going through some complex stages. However and here comes the purpose: A game is far quite just its software. It has to supply content to become enjoyable. A bit like an internet server: Without content, the server is useless, and therefore the quality cannot be measured. This has a crucial effect on the sport project as an entire. The software a part of the project is not the sole one and it must be considered in connection to all or any the opposite parts: The environment of the sport, the story, characters, game plays, and therefore the artwork.

Objectives:

Our main objective is to use our game as our final year project and later upload it on both Appstore and on Play store as well to make our game globally available for all kind of users worldwide.

Background:

This project is creation and implementation of game using the Android system and our Final year project. the explanations for creating the sport on the Android system are many, The android market currently has the most important market share of the mobile devices and is growing, it eliminates the necessity for expensive hardware as most(if not all) the Android development tools are freely available. The rationale for developing a Mobile game is that it is currently growing and vibrant market with more people playing mobile games than tradition games on console meaning a greater market share potential and may be developed without having a team of individuals. Lastly why develop a game, a game is unlike anything we have developed before needing tons of designing and reasoning but the structure of the sport constantly changing states presented a singular challenge and we have always features a keen interest games during which we why we wish to know how they worked. The project proposal for this game contains an idea for the event of a racing game however, as stated before this concept is more accessible and allows for greater enjoyment while still implementing several key racing concepts (movement, collisions).

Justification:

As with any new technology, this project will not always be 100% perfect. The game can have glitches and bugs.

Project Scope:

The purpose of the game is not just a simple ordinary car racing, Death racing game also allows the player to race and reach the goal while using guns to fight with enemy cars. It also has a simple car-racing mode, which does not include any enemy cars to fight with. Weapons for cars can be purchased by completing different levels and earning coins.

Game is available for all kind of android users globally, which can be accessed through the Play Store of android cell phones.

Technical Feasibility:

- **Unity: Unity** is a cross-platform game engine developed by Unity Technologies, first announced and released in June 2005 at Apple Inc.'s Worldwide Developers Conference as a Mac OS X-exclusive game engine. As of 2018, the engine had been extended to support quite 25 platforms. The engine are often wont to create three-dimensional, two-dimensional, computer game, and augmented reality games, also as simulations and other experiences. The engine has been adopted by industries outside video gaming, like film, automotive, architecture, engineering and

construction. Unity gives users the power to make games and experiences in both 2D and 3D, and therefore the engine offers a primary scripting API in C#, for both the Unity editor within the sort of plugins, and games themselves as drag and drop functionality. Before C# being the first programing language used for the engine, it previously supported Boo, which was removed with the discharge of Unity 5 and a version of JavaScript called Unity Script, which was deprecated in August 2017, after the discharge of Unity 2017.1, in favor of C#. Therefore, we will use Unity as our platform to design our game.

- **C# for game development:** C# is widely used to make games using the Unity game engine, which is that the hottest game engine today. Quite a 3rd of top games are made with Unity, and there are approximately 770 million active users of games created using the Unity engine. Unity is additionally used for VR, with 90% of all Samsung Gear and 53% of all Oculus Rift VR games developed using Unity. C# may be a very fashionable tool for creating these applications, then makes an excellent choice for any programmer hoping to interrupt into the sport development industry, or for anyone curious about computer game

Time feasibility:

First, we will divide our project into smaller modules like any other project that needs to design and then work on every module. Our estimated time to complete one module is in 15 days minimum. According to our task or module division routine our project will be completed in 4 to 5 months maximum.

Cost feasibility:

We will install unity software on our PC's and develop the game through the software so we did not require any budget to handle our project.

Legal feasibility:

Our project follows the rules and regulations of government. We are not doing any kind of activity that can hurt any person or any property. The project is totally under the laws of Pakistan. If in future we will use this project in market, this responsibility will be ours that any kind of wrong person will not use it.

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