**CHITKARA UNIVERSITY**

**LAB EVALUATION PROJECT**

PROJECT DETAILS TEMPLATE

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| Group Name | **Group 27** |
| Project Title | Battle Field-Game |
| Team Leader | Ravinder Singh |
| Details of Work division | |  |  | | --- | --- | | **Student/roll no** | **Work / Role Allotted** | |  |  | | Rohan Kumar  /2210990740 | Displaying of battle field on screen. | | Ravinder Singh  /2210990719 | Automation of spawning ships randomly in field and compilation of code. | | Ranveer Singh  /2210990717 | User input, displaying of chances left and ships hit. | |  |  | |
| High level Approach to be followed:   * Share the details in points | 1. The system is having modules: 2. Random 3. Time 4. While loop , for loop , list and functions |
| Lower level Approach to be followed:   * Share the details in points | 1. Using of patterns and list to the form the field.  2. Usage of emojis to make game more interactive. |
| Advantage of the project with applicability: | 1. **Entertainment** purpose, relieves **stress**, 2. **Interactive** and **exciting**. 3. User friendly. |
| Schedule for implementing the use case:   * Share the Tentative Date of Completion of Expected Deliverables | |  |  | | --- | --- | | **Deliverable** | **Expected Date of Completion** | | Logic | 24/11/2022 | | Code Building | 25/11/2022 to 27/11/2022 | |  |  | |  |  | |
| Future scope of the project   * Share the details in points | 1. Usage of Graphics to make more thrilling and user friendly. 2. Installation of more modules and voice |

**DOCUMENT HISTORY:**

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| Created By | Rohan Kumar, Ravinder Singh and Ranveer Singh |
| Approved By |  |
| Month of Creation | November and December |