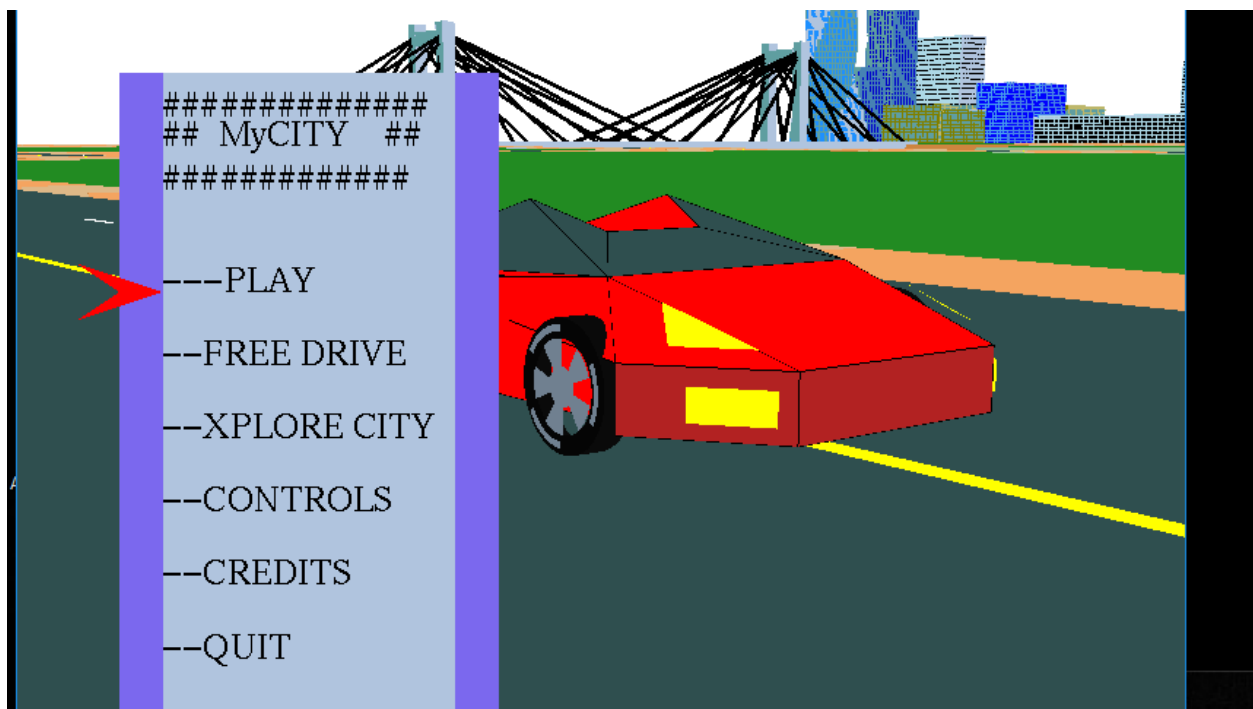


# MyCITY

**CAR RACING !!!**

---



# TOOLS USED-

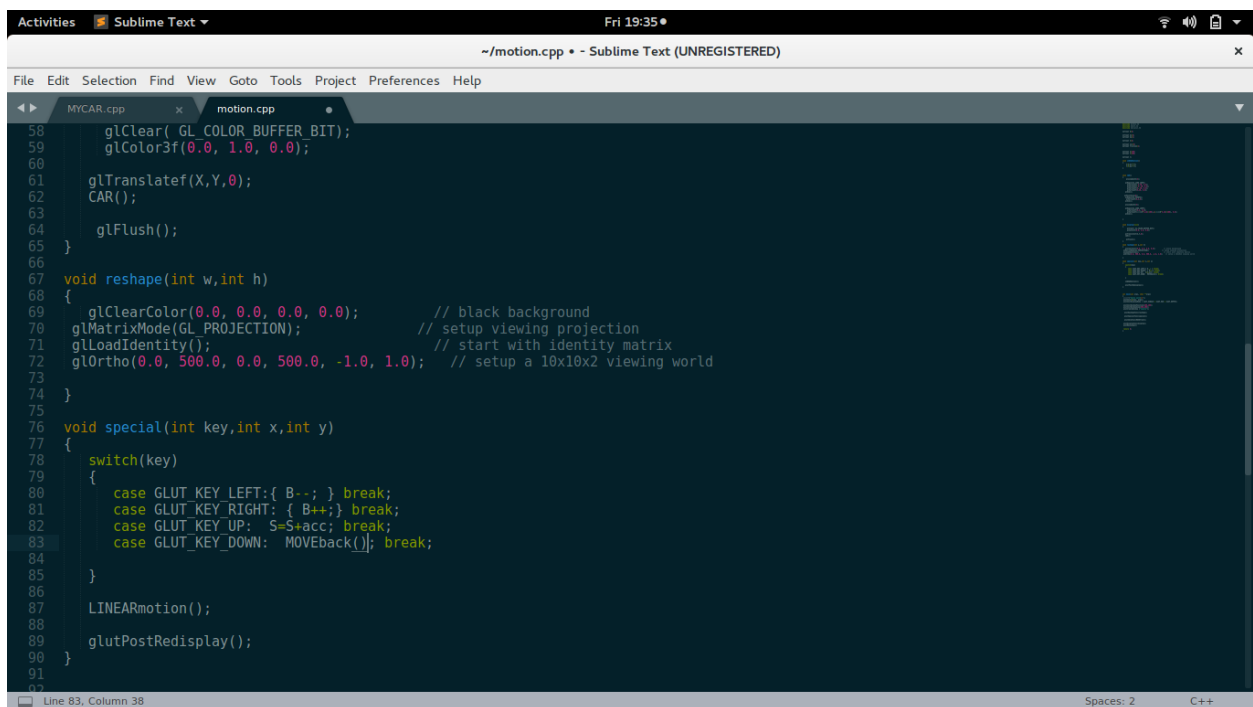
# C++

# OpenGL API (Graphic library)

# Physics (Kinematics and motion)

# Object oriented

# Linux



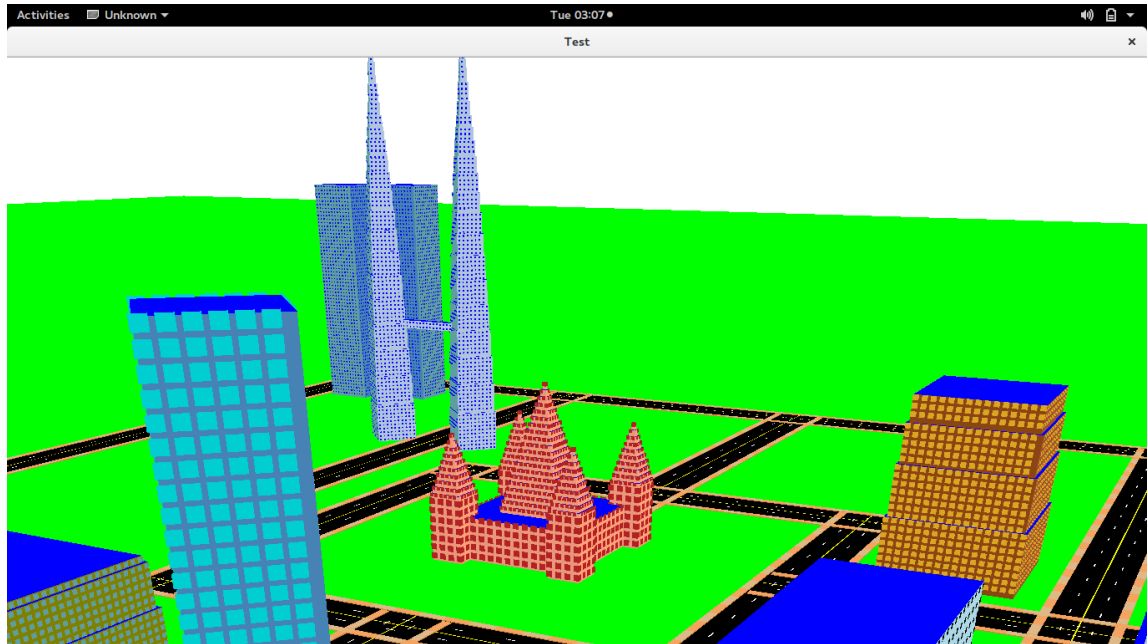
The screenshot shows a Sublime Text editor window titled "Fri 19:35" and "Sublime Text (UNREGISTERED)". The editor is displaying a C++ file named "motion.cpp". The code is as follows:

```
58     glClear( GL_COLOR_BUFFER_BIT);
59     glColor3f(0.0, 1.0, 0.0);
60
61     glTranslatef(X,Y,0);
62     CAR();
63
64     glFlush();
65 }
66
67 void reshape(int w,int h)
68 {
69     glClearColor(0.0, 0.0, 0.0, 0.0); // black background
70     glMatrixMode(GL_PROJECTION);      // setup viewing projection
71     glLoadIdentity();                // start with identity matrix
72     glOrtho(0.0, 500.0, 0.0, 500.0, -1.0, 1.0); // setup a 10x10x2 viewing world
73 }
74
75
76 void special(int key,int x,int y)
77 {
78     switch(key)
79     {
80         case GLUT_KEY_LEFT: { B--; } break;
81         case GLUT_KEY_RIGHT: { B++; } break;
82         case GLUT_KEY_UP: S=S+acc; break;
83         case GLUT_KEY_DOWN: MOVEback(); break;
84     }
85 }
86
87 LINEARMotion();
88
89 glutPostRedisplay();
90 }
91
92
```

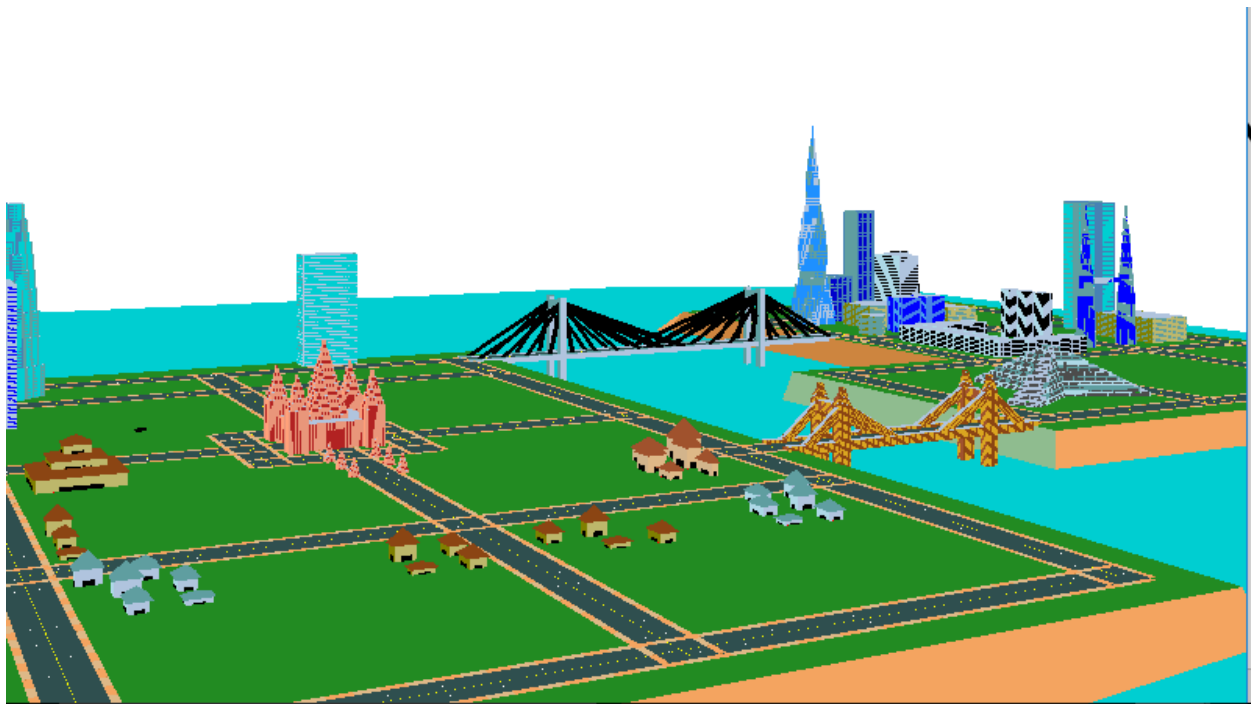
The status bar at the bottom indicates "Line 83, Column 38", "Spaces: 2", and "C++".

# **PARTS of PROJECT-**

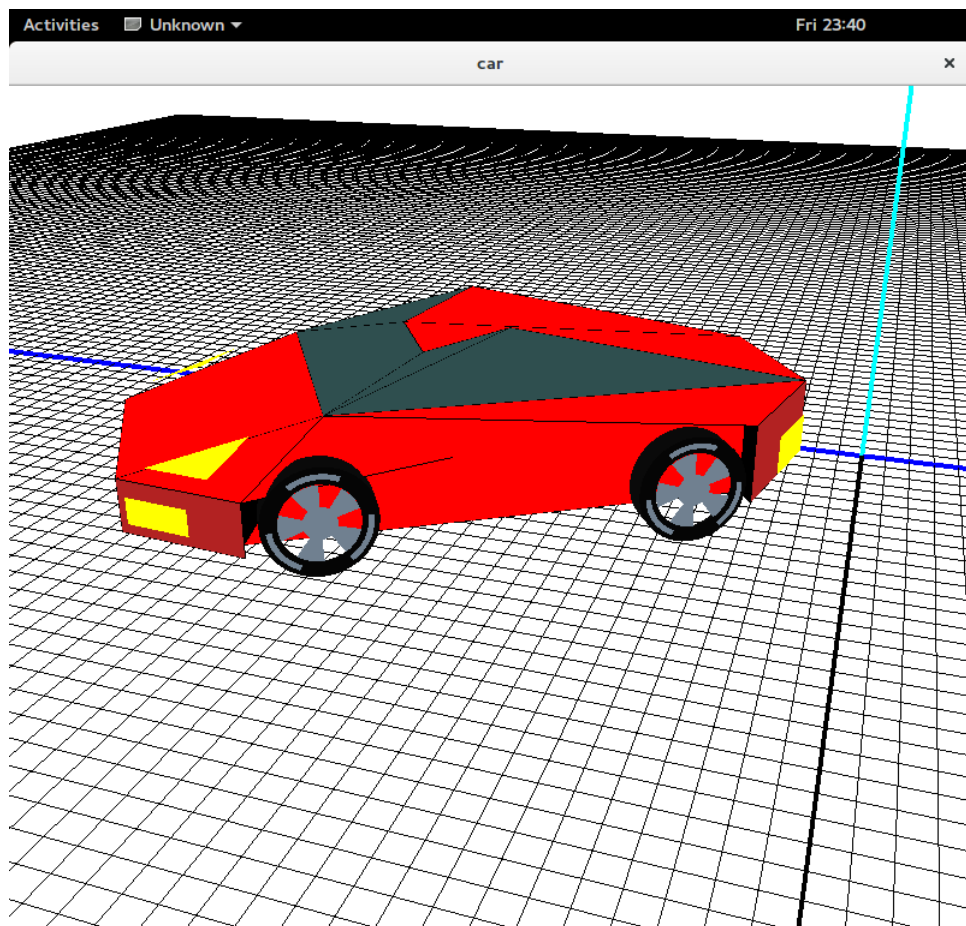
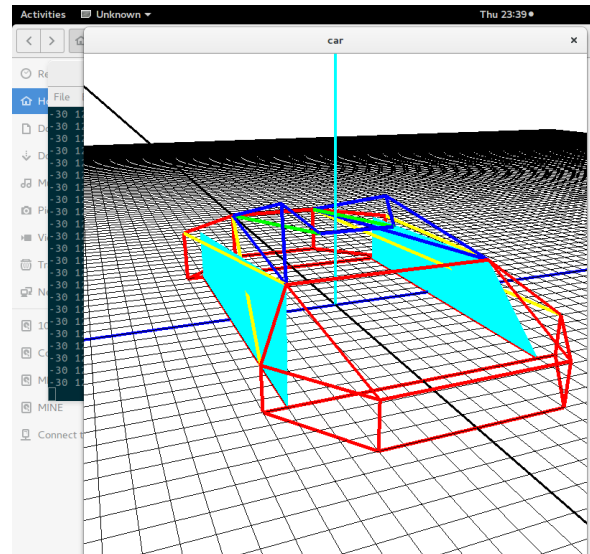
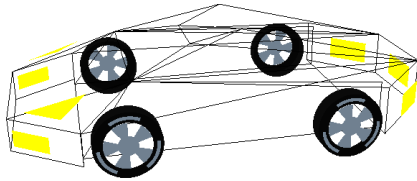
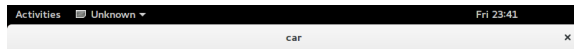
## **# BUILDING MODELLING**



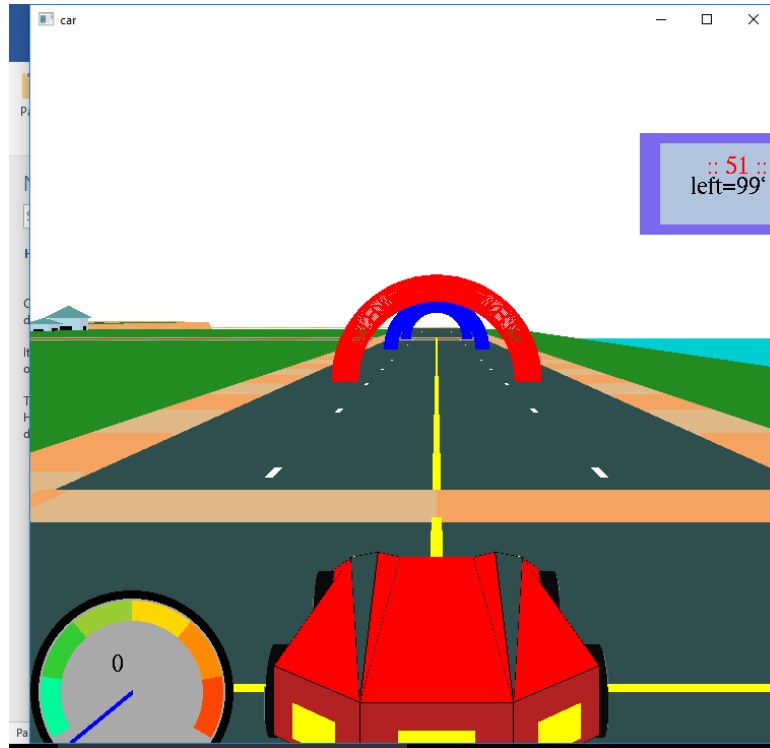
## **# CITY MAP PLANNING**



# # CAR MODELLING



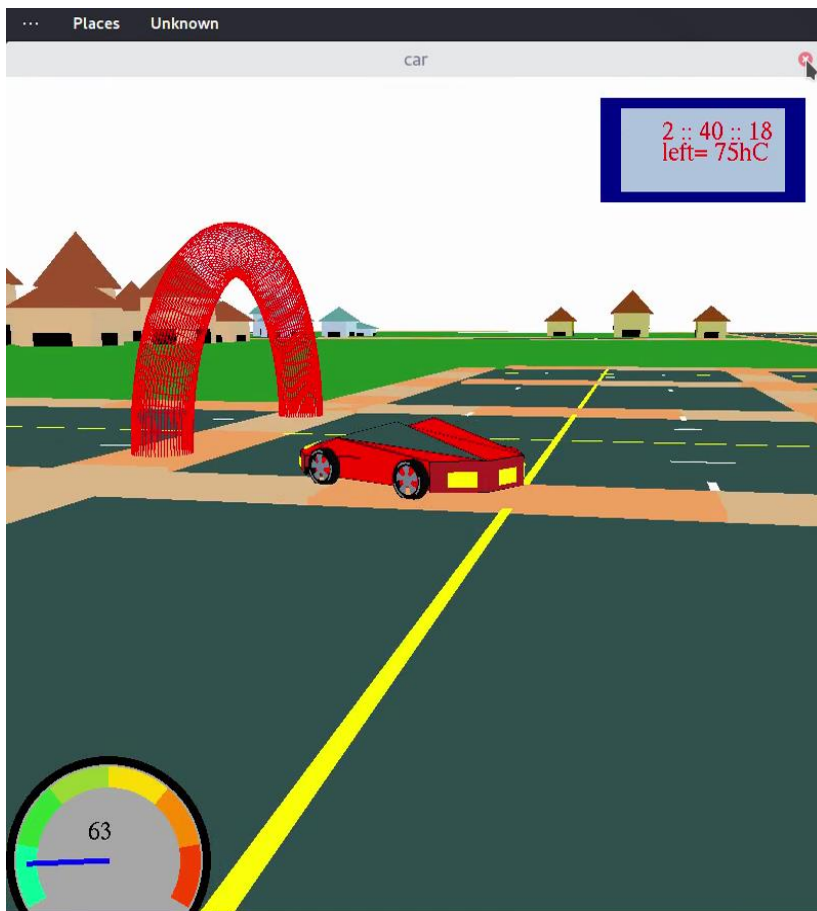
# # GAME ALGORITHM



# **FEATURES-**

## **#PLAY-**

**A TIME GAME , DRIVE THE CAR AND PASS THROUGH EACH LOOP. DRIVING ALL OVER THE CITY ONE HAS TO COLLECT ALL LOOPS. FINISH THE MISSION IN MINIMUM POSSIBLE TIME.**

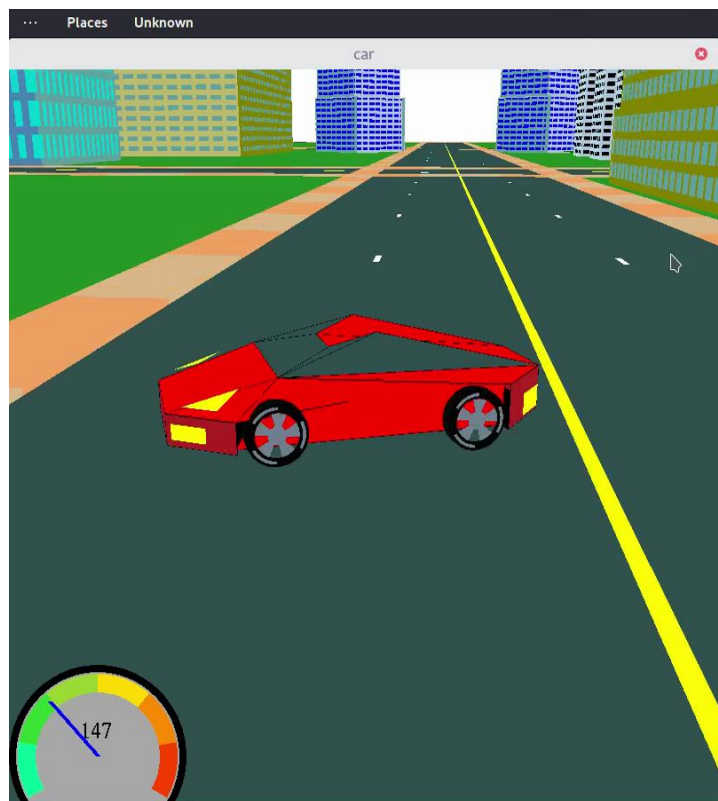
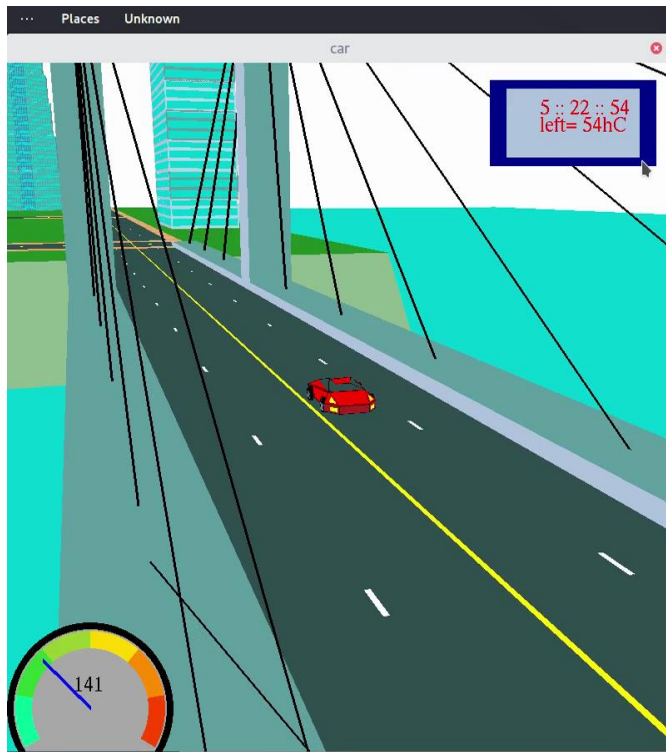


**THERE ARE NINE DIFFERENT VIEWS FOR DRIVING THE CAR.**

**AWESOME SPEEDOMETER WITH DANGER LIMITS.**

**STOPWATCH TO SHOW TIME AND A COUNTER TO SHOW REMAINING NUMBER OF LOOPS.**

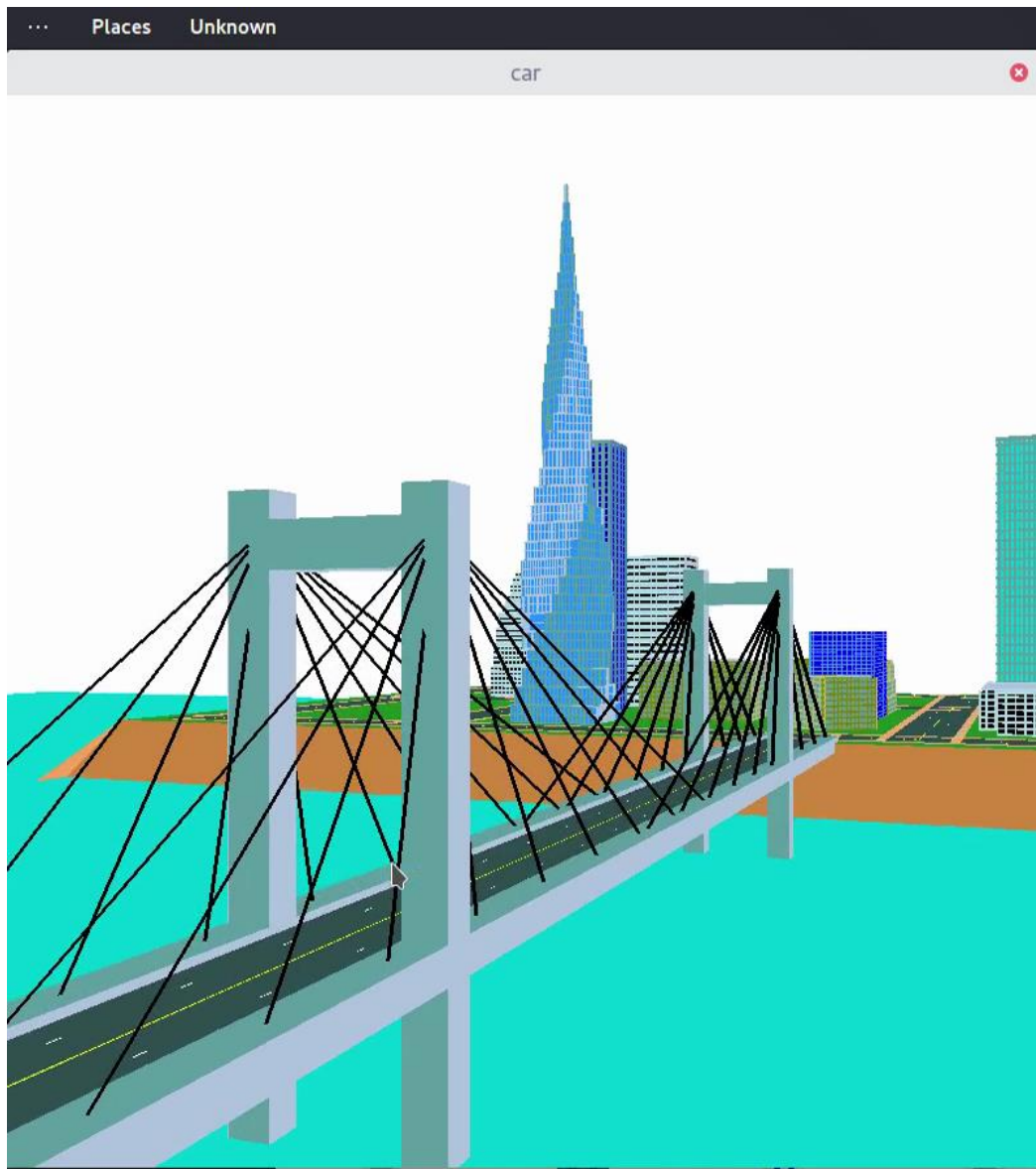
**#FREE DRIVE** - ENJOY DRIVING ON THE ROADS FREELY. CAN IMPROVE DRIVING SKILLS AND EXPLORE MORE.



# #XPLORE CITY-

**ENJOY WATCHING THE CITY THROUGH THE BIRDS EYE VIEW.**

**A HOOVERING CAMERA WITH CONTROLS IN YOUR HAND.**





# #CONTROLS

```
car

#####
## ---CONTROLS--  ##
#####

#####
## DRIVING CONTROLS  ##
#####

Accelerate- UP arrow / W
Turn left - LEFT arrow / A
Turn Right- Right arrow / D
Reverse- DOWN arrow / S
Break - SpaceBAR
VIEWS - 0-9
CAMERA ELEVATION T-G

#####
## CAR COLOR MODELS  ##
#####

CAR COLOR RED- F1
CAR COLOR RED- F2
CAR COLOR RED- F3
CAR COLOR RED- F4

#####
## XPLORE CONTROLS  ##
#####

Move ahead- UP arrow
Move left - LEFT arrow
Move Right- Right arrow
Move back - DOWN arrow
Move Up - W
Move Down - S
Turn left - A
Turn right- D
```

# # CREDITS

```
car

#####
##      ---CREDITS---    ##
#####

-----NATIONAL INSTITUTE OF TECHNOLOGY-----
----- COMPUTER SCIENCE & ENGINEERING-----

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---VIKAS KUMAR SAHU----- (16569)
---SHIVOM CHAUHAN----- (16562)
---AYUSH DHIMAN----- (16542)
---ANKIT KUMAR----- (16574)

Special Thanks to-- Dr. NAVEEN CHAUHAN

Total lines CODED-- 4944
Completed- 12/DEC/2017
```