**THE SUPERIOR COLLEGE LAHORE**

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**Faculty of Computer Science & IT**

**Department of Software Engineering**

**Final Year Project**

**PROJECT REPORT (Part-1)**

**[SOCCER BASH]**

Project ID: **[write ID here Issued by FYP Manager]**

**Project Team**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Student Name** | **Student ID** | **Program** | **Contact Number** | **Email Address** |
| BILAL HAIDER | BCSM-F16-092 | CS |  | BCSM-F16-092@superior.edu.pk |
| ABDUL MANNAN | BCSM-F16-093 | CS | 03092245045 | BCSM-F16-093@superior.edu.pk |
| MUHAMMAD ASAD | BCSM-F16-114 | CS | 0304246030 | [BCSM-F16-114@superior.edu.pk](mailto:BCSM-F16-114@superior.edu.pk) |

**[MUDASSIR AHMAD]**

([LECTURAR])

**Project Report**

**[SOCCER BASH]**

**Change Record**

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**APPROVAL**

|  |  |
| --- | --- |
| **Project Supervisor** | |
| Comments: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | |
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| Name:\_\_\_\_\_\_\_\_\_\_MUDASSIR AHMAD |  | |
| Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Signature:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |

|  |  |
| --- | --- |
| **Project Manager** | |
| Comments: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
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| --- | --- |
| **Head of the Department** | |
| Comments: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
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| Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Signature:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

# Dedication

*This work is dedicated to my . . . . . .*

# Acknowledgements

We would like to take this opportunity to pay our utmost gratitude and thanks to our professors and Teachers throughout the last 3 Years and their efforts in teaching us the best methods implemented in the industry and not to forget Superior university is providing such an impressive environment for grooming us all into what we are as of Today.

Not to forget, we would like to also mention our Supervisor for our Final Year Project: Sir mudassir Ahmad. Without his guidance and support we would not be able to achieve what we wanted too and complete our Project. Endless encouragement from Sir was the baseline for our Efforts as it has been very crucial for us individually and as a group. His endearments and words have been the drving force for Slayer’s Sword to be what it is and what it will be in the future.

# Executive Summary

A 3D sports games are unique and interesting category of the gaming industry. SOCCER BASH is in 3D. Moves will be made using android touch screen. Different angular shorts that player can bash and goalkeeper movement to save the goal will be there. Player will be able to choose practice or career session and will be able to choose career session after practicing at least 2 matches. Special powers or booster to ball after gaining maximum score in fixed shorts and these powers will be to speed up the ball. Player will has the choice to select how many shorts he want to play and rules will be according to that and these rules will decide player won or loosed the match. Difficulty also increases as it won the match as increasing level and different hurdles that will be necessary to cross to win game or to goal. Player different graphical shapes and different footballs to play what will the user like to play to increase interest. Winning game will has different rewards and these rewards can be used to start career where player lost or to get ball booster to avail maximum efficiencies in game.

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# Chapter 1

# Introduction

**Chapter 1:** Introduction

A 3D sports games are unique and interesting category of the gaming industry. SOCCER BASH is in 3D. Moves will be made using android touch screen. Different angular shorts that player can bash and goalkeeper movement to save the goal will be there. Player will be able to choose practice or career session and will be able to choose career session after practicing at least 2 matches. Special powers or booster to ball after gaining maximum score in fixed shorts and these powers will be to speed up the ball.

Player will have the choice to select how many shorts he want to play and rules will be according to that and these rules will decide player won or loosed the match. Difficulty also increases as it won the match as increasing level and different hurdles that will be necessary to cross to win game or to goal. Player different graphical shapes and different footballs to play what will the user like to play to increase interest. Winning game will have different rewards and these rewards can be used to start career where player lost or to get ball booster to avail maximum efficiencies in game.

## Background

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## Motivations and Challenges

Our motivation for this project is our passion for video games' development. We desire to join video game industry professionally and provide entertainment for people. Video game that we are passionate about that is soccer and we chose soccer game as soccer is believed to have 3.5Billion fans which is the highest number compared to all other sports. So, online downloading for such a large people of target users motivate to work on that game as it will be available on play store and can be source of financial assistance. This game is expected to provide entertainment and fun to soccer lovers and non-lovers alike.

The present gaming world is dream of kid playing games 10 years ago. Everything escalated quickly. Gaming is a source to fresh the mind and to reduce the daily pressure which we get with their routine work. Everyone wants to play physical games in real life but due to shortage of time it seems impossible to get entertainment in that way.

## Goals and Objectives

Learning is very important in every aspect of life and this project was selected to improve the knowledge in field of game development and designing. Gaming is very diverse industry and to be a part of this is amazing and enjoyable

## Objectives

* To improve our knowledge about gaming industry and will provide platform for all to connect.
* To improve the skills and focus on daily tasks will be improved.
* To provide entertainment and get rid of miseries.

## Literature Review/Existing Solutions

There are soccer games available but we present our game in a different way.

## Gap Analysis

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## Proposed Solution

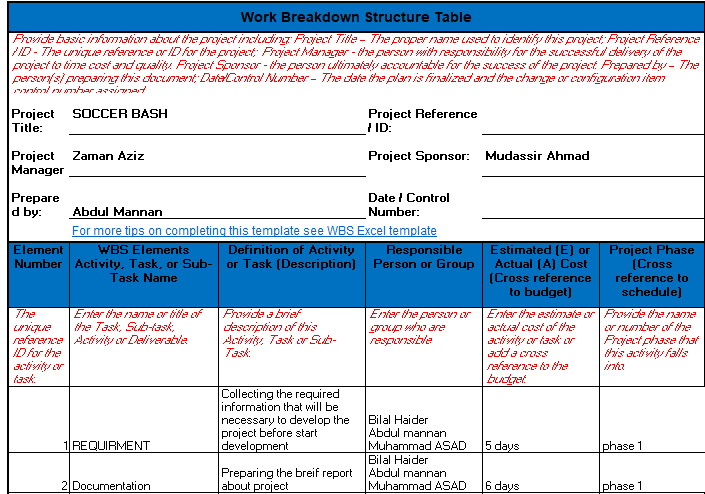
we decide to provide the platform to the persons where they can play their favorite game as football is a most played game in the world.

Games require the better operating system to play game that makes the price higher either in form of money or time so we develop a game that can be run on operating system with lower specification (as a result price will be lower) and loading time also makes the player’s behavior irritating so loading time will be lesser than ever penalty game. That was the main problem we wanted to address and providing a solution.

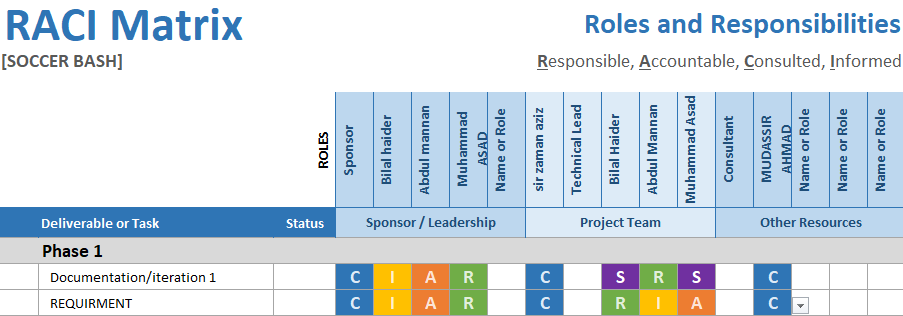
## Project Plan

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Start Date | # Days Required | Percent Complete |
| Develop broad plan | 9/2/20 | 10 | 100 |
| Present plan to council | 8/2/20 | 10 | 100 |
| Identify team | 6/2/20 | 10 | 100 |
| Train team | 9/3/20 | 11 | 100 |
| Develop detailed plan | 9/3/20 | 15 | 100 |
| Conduct preliminary research | 10/3/20 | 7 | 100 |
| Identify key practices | 10/3/20 | 7 | 100 |
| Identify benchmark partners | 12/3/20 | 20 | 25 |
| Collect public data | 14/3/20 | 21 | 50 |
| Analyse public data | 16/3/20 | 8 | 0 |
| Identify current state | 17/3/20 | 12 | 0 |
| Develop benchmark questions | 19/3/20 | 6 | 0 |
| Visit benchmark partners | 1/4/20 | 12 | 0 |
| Develop new process | 3/4/20 | 20 | 0 |
| Present new plan to council | 5/4/20 | 3 | 0 |

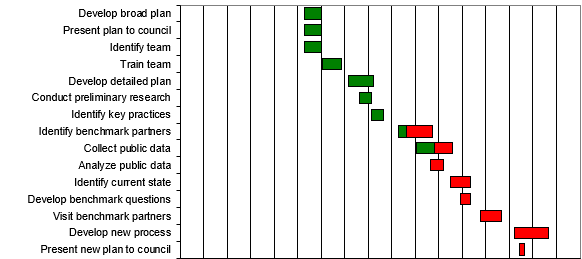
## Work Breakdown Structure



## Roles & Responsibility Matrix



## Gantt Chart



## Report Outline

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