

UNIVERSITY OF SARGODHA
DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

Capstone Project 2019-20

BSCS 7th self-support

PROJECT IMPLEMENTATION PLAN

Sr.	Milestone Detail	Outcome	Project done %	Roll #	Member's Contribution	Learning Outcome	Viva
1	Design Main Menu included options like play,pause,exit,restart.	We have developed game play menu	7%	BSCSF16E043	Make UI in the Adobe Photoshop	Learn about design in Adobe Photoshop	
				BSCSF16E062	Implement Functionality on whole UI of menu	How to move from one scene to another scene	
2	Designing and applying our assets, characters in game, test with different angle of view for bugs, fixing of bugs like graphic glitches and movement glitches.	Developed gameplay and fixed glitches of movement.	12%	BSCSF16E043	Equally contribute in gameplay and in applying of assets in gameplay.	Learn game play development with 3D Maya.	
				BSCSF16E062	Equally contribute in gameplay and in applying of assets in gameplay.	Learn gameplay development with 3D Maya	
3	Develop Shooting of player, which will handle movement, and style etc. and also add hurdles and paths for player movement.	Developed play shooting	18%	BSCSF16E043	Equally developed player shooting functionality.	Shooting creation	
				BSCSF16E062	Equally developed player shooting functionality.	Shooting creation	

Team

M.Kashif Waqas
Shamoon

BSCSF16E043
BSCSF16E062

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4	Updating player shooting script if require	Developing and Updating player shooting component	22%	BSCSF16E043	Main player shooting script Update and developed	Learning and updating shooting script.	
				BSCSF16E062	Test the updated shooting script	Learning and updating shooting script.	
5	Level generator scripting which generates the game levels	Level Generated	30%	BSCSF16E043	UI Screen of levels developed.	Level Screen developed..	
				BSCSF16E062	Adding functionality to that buttons	Level Screen developed	
6	Developing register and login account of game	User can login or sign up with required data	40%	BSCSF16E043	Handles game user login part	Learn about game user..	
				BSCSF16E062	Handles game user sign up part	Learn about game user,	
7	Develop Level generator scripting which generates the	Level are generated	50%	BSCSF16E043	Develop level generator script best one will be picked.	Learn level generator script.	
				BSCSF16E062	Develop level generator script best	Learn level generator script.	

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	game levels				one will be picked.		
8	Develop sound animator component scripting for game like firing,player etc	Adding animator component	55%	BSCSF16E043	Firing after kill animation.	Learn about animations.	
				BSCSF16E062	Gun load and Game over	Learn about animations.	
9	Developing enemy script which help the enemy to kill the player	Enemy can shoot to player	65%	BSCSF16E043	Combine work in development	Learn about enemy controller script.	
				BSCSF16E062	Combine work in development	Learn about enemy controller script.	
10	Design and develop game end panel and also scoring feature when game will finish then the game over screen display on the screen here user can check its scores	Game panel with scoring features.	69%	BSCSF16E043	Scoring feature panel	Learn about scoring features..	
				BSCSF16E062	Animate the screen where user see final score	Learn about screen animation.	

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11	Collating parts together which we did previously for the purpose of next task	Testing and collaborating the previous work	75%	BSCSF16E043	Co-relating	Learn about the collaborating techniques	
				BSCSF16E062	Testing	Learn about the testing technology	
12	Developing some additional features like hunger games.	Player Health bars	80%	BSCSF16E043	Add some extra Features	Learn about features of hunger games	
				BSCSF16E062	Add some extra Features	Learn about features of hunger games	
13	Work on levels with the advanced ambiguity which will user face during playing the game	Levels with advanced complexity	85%	BSCSF16E043	Adding advanced functionality on some levels	Learn about advanced tech.	
				BSCSF16E062	Adding advanced functionality on remaining levels	Learn about advanced tech.	
14	Work on More levels with advanced features	New levels with new functionality	88%	BSCSF16E043	Adding advanced functionality on some levels	Learn about advanced tech.	
				BSCSF16E062	Adding advanced functionality on remaining levels	Learn about advanced tech.	

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15	Testing, debugging, tweaking, of components.	Tested components.	92%	BSCSF16E043	Testing of components.	Learn testing techniques.	
				BSCSF16E062	Testing of components.	Learn testing techniques.	
16	Build and run the game on both ios and android devices before deployment In-shah Allah.	How the game works on android and ios devices	100%	BSCSF16E043	Building the game on ios device	Learn about building the game ios	
				BSCSF16E062	Building the game on android device	Learn about building the game on android.	

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