بِسْمِ اللّٰهِ الرَّحْمٰنِ الرَّحِيْمِ

In the Name of Allāh, the Most Gracious, the Most Merciful

Learn Cloud Computing Like a Game

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Outline

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Introduction

- The Information and computer Technology (ICT) incorporate almost all aspects of life, including education and all other learning process.
- The current method of learning about Cloud Computing are from different academies, YouTube, text books which shows only the detailed and too much explanation that poses difficulties for students in learning.
- To address such problems, this project proposes the use of 3D Simulation and Virtual Reality(VR) to aid in learning about all the Cloud Computing.
- This type of learning can help Students use both text media and 3D models, thus helping them gain a better understanding in learning Cloud Computing Technology.

Targeted Audience

- The targeted audience for this application is Students.
- Those who is not interested in the video or classes can directly clear his concepts by Game.

Problem statement

- Although there are no application which will convert the concepts into the models.
- Mostly the new students troubles while going to academies for learning and face difficulties to get reaching in academies.
- Time consuming ,need a lot of time to go and attend the classes or Videos.
- Inability to keep attention during the classes or Videos.
- Some person which wants to learn Cloud Computing, this game help the student to clear the concepts.

Proposed Solution

- In this system we are providing a single platform which allows students to understand complete steps of Cloud Computing using Virtual Reality.

Objectives and Goals

Goals and objectives for this app are:

- To teach all the Concepts of Cloud Computing (Private Cloud)
- Learn all the concepts of Cloud Computing using Virtual Reality and Artificial intelligence.
- Learn this technology from the backend (steps of how the complete process is done at the backend).
- Lessons(Model Simulation with Urdu /English narration) and quiz will be created in this project.

Functional Requirements

Learning/Performing Umrah:

- The operating system is in 3D VR which includes learning and quizzes.
- Kubernetes in 3D VR which includes learning and Quiz.
- Docker in 3D VR which includes learning and Quiz.
- Deployment of web pages in 3D VR which includes learning and quizzes.

Non-Functional Requirements

- NFR-01 Quality graphics
- NFR-02 Performance
- NFR-03 Reliability
- NFR-04 Usability
- NFR-05 secure

Methodology

In this system we'll use incremental method which allows us to modify or add-up modules or functionalities as per demand/requirement.

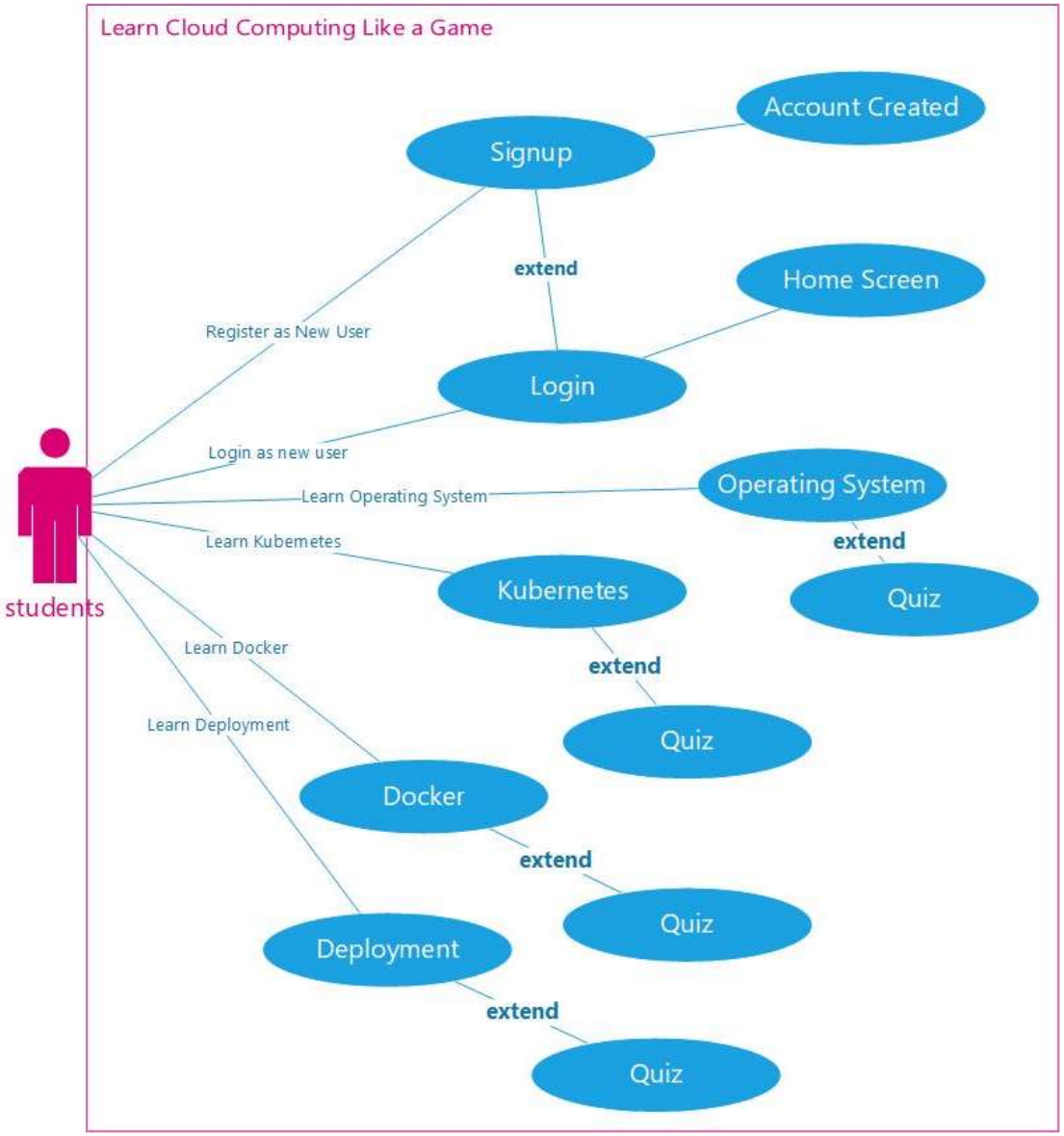
Incremental phases:

1. Requirement gathering
2. Design
3. Implementation
4. Integration

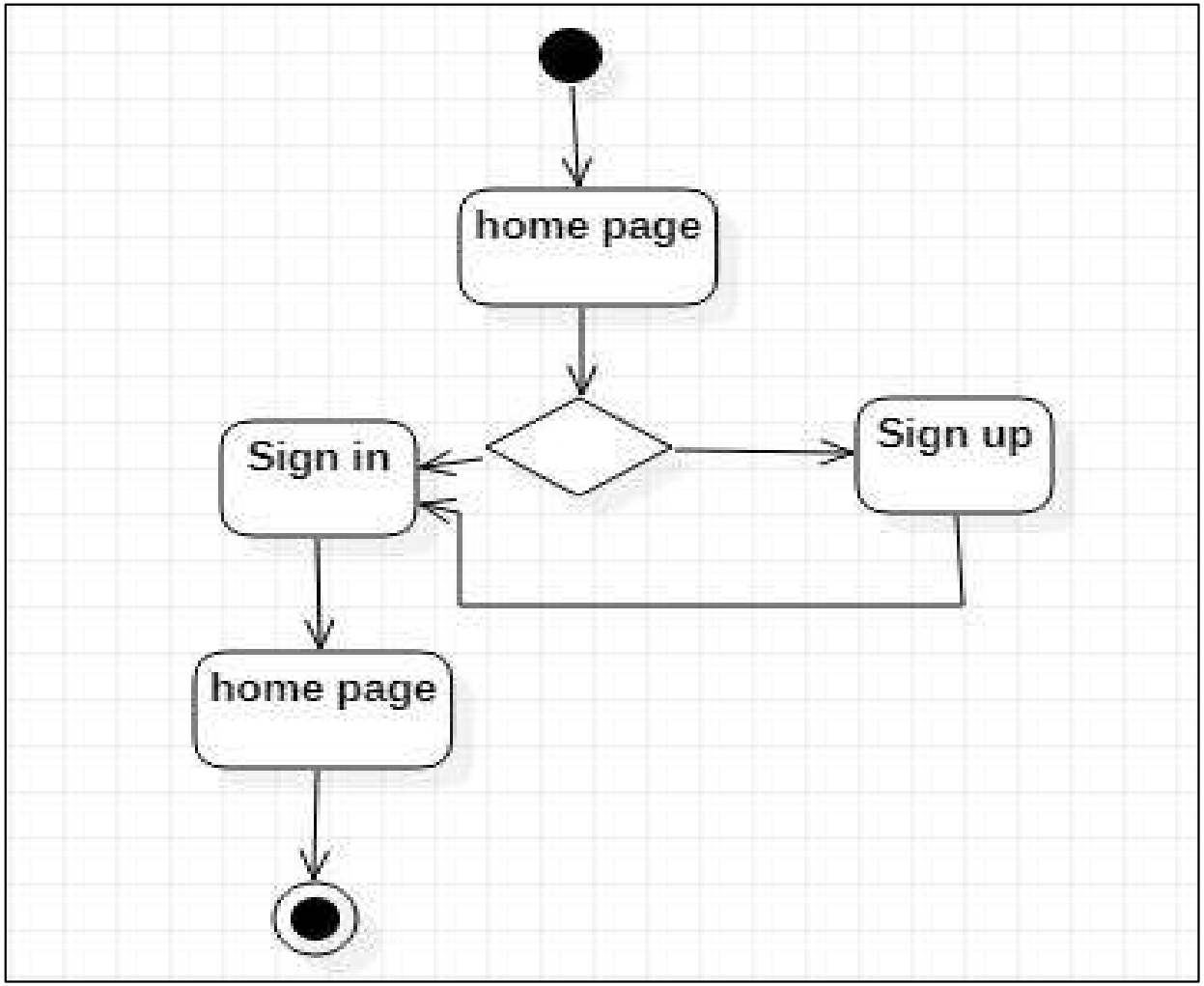
Project Design

- Project design is an important part for developing a graphical view of requirement based on the detailed functional and non-functional requirements.
- Project design is only acceptable and marked as good after understanding the requirements of the project provided for development.
- It is always good practice to start from making a high-level design and then move it to low-level design phases.

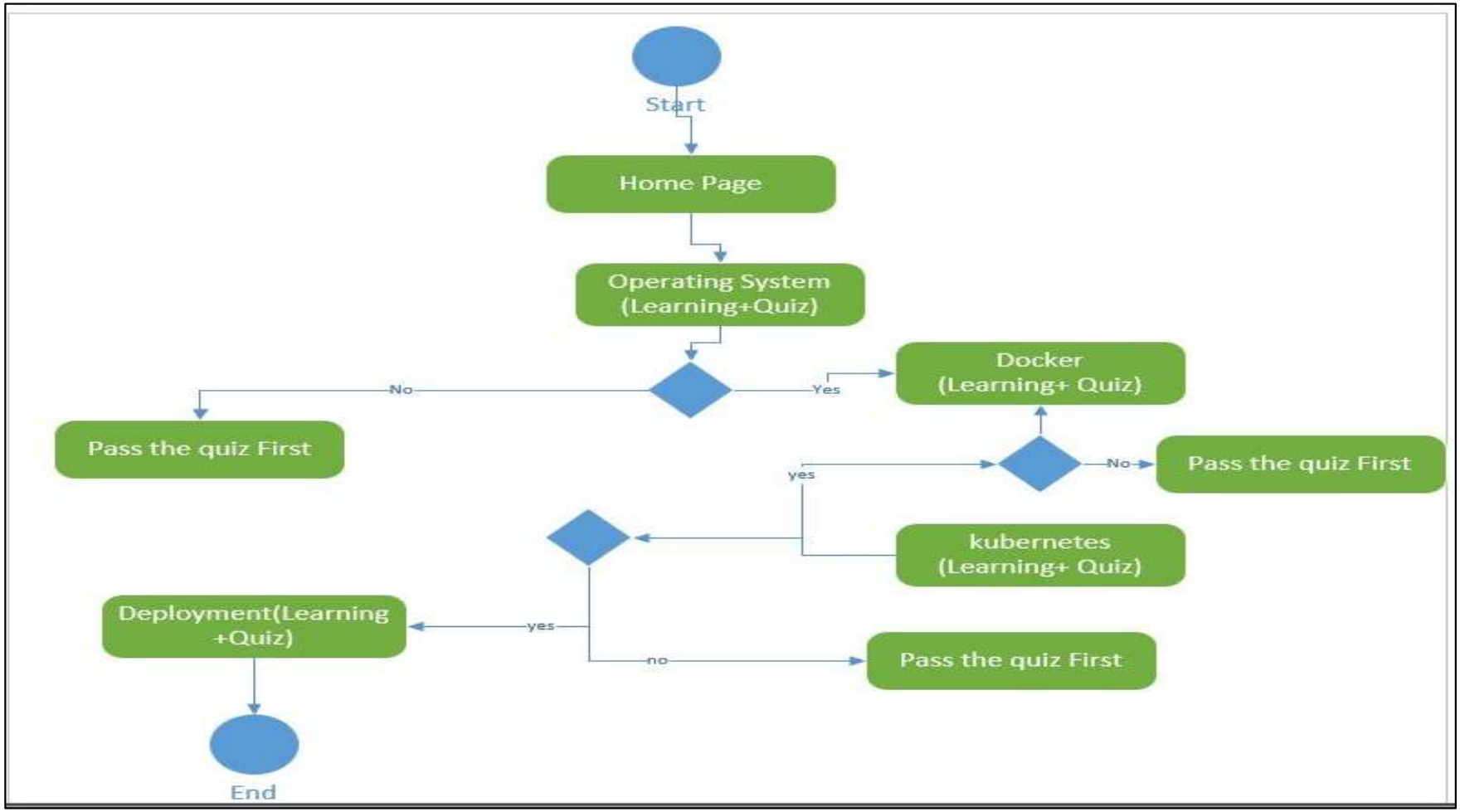
Use Case Diagram of System



Activity diagram of account creation



Activity Diagram of Main Menu



Implementation

Modern tools and technologies:

- Unity 3D Engine
- Visual Studio
- Blender
- Photoshop
- Illustrators(UIUX)
- Virtual reality

The End