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| **University Institute of Engineering, Chandigarh University**  **Department of Computer Science & Engineering**  **Phase I (Project Scope, Planning and Task Definition)**  **Date: 08/10/2022** | | | | | | | | | | | | | | | | | |
| **Project Title** | | | | | | | | | | | | | | | | | |
| Gaming Project | | | | | | | | | | | | | | | | | |
| **Project Team** | | | | | | | | | | | | | | | | | |
| **Team Designation** | | **Name** | | | | | | | | | **UID** | | | **Section** | | | |
| **Lead** | | **Sahul Kumar Parida** | | | | | | | | | **20BCS4919** | | | **WM904-B** | | | |
| **Member 1** | | **Saksham Thakur** | | | | | | | | | **20BCS4970** | | | **WM612-A** | | | |
| **Member 2** | | **Sudhanshu Kumar** | | | | | | | | | **20BCS4953** | | | **NTPP\_WM701-A** | | | |
| **Project Scope** | | | | | | | | | | | | | | | | | |
| Our project is essentially a virtual 3-D multiplayer game.  Some of the features of our gaming web application includes:   1. Google Authentication – only authenticated user can play which reduces chances of any fraud or cheating. Players have to sign in with their Google Account in order to play the game. 2. Random matchups - where a player can complete with another player being randomly matched. 3. Private rooms - where a player can share his/her room id and play with a friend. 4. AI mode – This is an additional feature where the user can play with Artificial Intelligence. 5. Graphics – Players will have a great time playing because of the cool graphics and animations.   The purpose of this project is to allow users to have a dynamic gaming experience along with 3-D graphics and good user controls.  The gaming industry is rapidly growing at a pace of 50% per annum. There is a very wide scope and bright future in game design in India. We got this idea after watching videos of people playing games. This application will provide users with a fun game they will be able to pick up and immediately begin to play with very little, if any, instruction. This game also promotes mental exercise by forcing the player to actually use their brain in order to play. | | | | | | | | | | | | | | | | | |
| **Project Planning and Task Definition** | | | | | | | | | | | | | | | | | |
| The entire source code for our gaming project will be prepared by Sahul Kumar Parida, who will also be acting as the Project Leader as well as Technical Lead. He will also be responsible for contributing to the overall objectives of the project and the specific team deliverables. The front-end of our project will also be prepared by Sahul Kumar Parida. For our frontend, we will be using HTML, CSS, Javascript and frameworks like React and ThreeJS to create 3-D animations and give the user a good gaming experience.  The backend of our project will be prepared by Sudhanshu Kumar. For backend, we will be using Firebase. Firebase provides the best back-endserver, great database and analytics solution, and useful integrations with other Google products. Most of all, users like that it's free to use and has affordable subscription options. A wisely designed backend solution guarantees project scalability and data security.  The Presentation and Synopsis for the project will be prepared by Saksham Thakur, who will also look into the Hardware and Software Configuration and all the necessary requirements required to implement our project successfully. The Project Report will also be prepared by Saksham Thakur, who will also be acting as the Project Manager. He will be responsible to plan and schedule tasks and provide a framework for our project activities. His primary purpose will be helping the group to prepare, execute, and control all aspects of a project with optimal time management. | | | | | | | | | | | | | | | | | |
| **Project ID (If selected from project basket)** | | | | | | | |  | | | | | | | | | |
| **Project Outcome (Tick the Column)** | | | **Patent** | |  | **Journal Paper** | |  | **S/W Project** | | |  | **H/W + S/W Project** | |  | **Other** |  |
| **Remark of Supervisor** | | | | | | | | | | | | | | | | | |
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| **Name of Supervisor** | | Priyanka Sharma (E6197) | | | | | **Signature** | | |  | | | | | | | |
| **S.No.** | **Signature of the Students** | | | **Contact No.** | | | | | | | | **Signature** | | | | | |
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| **2.** | **Saksham Thakur** | | | **+91 7814753532** | | | | | | | | **Saksham Thakur** | | | | | |
| **3.** | **Sudhanshu Kumar** | | | **+91 7294999859** | | | | | | | | **Sudhanshu Kumar** | | | | | |

**Signature**

**(Project Teacher)**