Project Proposal

Project Name: Roadside Scenario

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Introduction:

The project aims to develop a roadside view simulation program using C++ and the graphics.h library. This program will provide users with a appealing roadside scenario, complete with various roadside elements such as the sun, grass, pond, rocks, cars, trees, buildings, roads, and lanes.

Objectives:

Develop a program that generates a realistic roadside scenario using C++ graphics. Implement realistic road elements. Enhance the realism of the environment through detailed graphics

Scope:

The project will focus on creating a two-dimensional representation of a roadside environment. with the following features:

- sun and sun rays.
- Trees and buildings with detailed structure.
- Straight road and lane.
- vehicles with body and wheels.
- Rocks or puddles along the roadside.
- Lush green grass and a serene pond.

Methodology:

The scenario will be developed using the C++ programming language and graphics.h library. And implement algorithms to generate the roadside elements.

Conclusion:

The proposed project aims to provide users with a roadside scenario using C++ and the graphics.h library. By carefully designing and implementing various elements of the roadside environment, we intend to showcase our programming skills and creativity while providing viewers with an immersive visual experience.