
Police Parking 3D

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Developed by

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Links :

Project Link (Github) :

<https://github.com/spaniard007/Parking-Game.git>

Apk Link :

https://drive.google.com/drive/folders/14e-7r-U0pjRlmdlu1XvSZKviEN6_jgqJ?usp=sharing

Project Diagram :

<https://coggle.it/diagram/YtgNqGqIBdEc2cFl/t/parking-game/d35d45d517b330bdcb6da35784b2d4a2b351793beb421f5882a070af59b9edf9>

Project Summary

Police Parking 3D is developed based on the game Parking Jam 3D. I have tried to implement some of the core functionalities and mechanics. To make things simple I just made one level.

Main Menu

1. The main menu is straightforward with basic tween animation. Taping anywhere will start the game.

Game

2. A primary 3D environment with a parking lot, roads, obstacles, and props.
 3. There are some police cars waiting in the parking lot to be moved by users' drag.
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4. Cars will collide with obstacles and other cars
5. If a user can drag the car to the road they will automatically go towards their destination
6. Finally, the user's target is to make the driving lot empty sending all the cars toward their destination
7. As suggested game HUD has two buttons - Home and Restart.

Sound And Effects

8. An overall Background sound, Vehicle hit sound vehicle movement sound, etc added
9. Collision particles and Driveaway particles are used for cars.
10. A confetti level complete particle is used when the level is finished
11. Finally, an ambulance type lighting is created when the car drives away

Project Details

The codes and components of the projects are pretty straightforward. Most of the names are self-explanatory. Mostly singleton pattern is followed. My works are put in **PoliceParking3D** folder.

Prefabs

1. Cars (Make the car child of Vehicles GameObject after adding car)
2. Particles and Lights
3. Obstacles

Classes

1. **GameManager:** manages overall game flow and states
2. **VehicleMovementController:** Controls Vehicle Movement
3. **Obstacles:** holds obstacle properties that are inherited by RoadBlocks and Cone Obstacle
4. **TouchInput:** deals with user Input (drag)
5. **UIController:** Manages actions of UI
6. **AudioController:** Manages all the audio
7. **CameraController:** deals with camera transition

Development Time

Near about 16 hours

Though I sat for four days I had to work in my free time as I have a full-time job and I have to deliver some woks within Tuesday.

Apk Issues (from Testing)

1. Drag could be more smooth
2. Moving Car collide with each other (i didn't handle it, let the user intervene)

Overall Summary

I had fun making it. I wish I could commit more time to make it a bit more organized.