

PLAGIARISM SCAN REPORT

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Chapter 6 Result and Discussion 6.1 User Interface Output: Fig 6.1 when game starts user can listen to the story of the game. Fig 6.2 In this he listen the key which are going to be useful for the game (up , down, left, right arrow and space key) Fig 6.3 if user press any wrong key. Fig 6.4 when game started.(see the life and the score) Fig 6.5 if pause event is called(by pressing space key) three option available. Fig 6.6 Menu options Fig 6.7 developer page player can listen the developer of the game and the college of the developer. Fig 6.8 after the loss he can listen his score. Fig 6.9 when player loss the game then he get to know his score and how well he played as per his score. Chapter 7 Conclusion and Future Work 7.1 Conclusion & Significance of the System The WHITE CANE is developed using python language. The project is developed under the guidance of Prof. Ms. Gauri Ansurkar. All the test cases are performed successfully with the desired positive results. The white cane can be defined as the device used by many people who are blind or visually impaired. A white cane primarily allows its user to scan their surrounding for obstacles or orientation marks. Person can play the game without any external hardware connection. The game is portable and easy to play. To make it more interesting we have implemented a story in the game so player can relate the condition and play without any problem, even this is playable by any person. Ultimately this application is build for blind person so he can connect to the technology and interact with machine and passing the time. 7.2 Limitations of the System As of now the application does not save any user record just like name and high score, because we haven't connected any database to it. This game does not required any data connection which means the player can to showcase his/her character to global level. This is build for single player only the game cannot be playable by multiplayer at a time. 7.3 Future Scope of the Project 1. Multiplayer player implementation. 2. Global connection 3. Increase User Interaction. 4. Better build in story of game. 5. Smooth game play. 7.3.1 Multilevel game As we know the core project is built for the single player but it can get more interesting if multipliers can play the game. We can implement the Stone Paper Scissor game. Where two player can play at a same time without any need of internet connection. They have to react at a same time and the result will be declare via voice only. 7.3.2 Conceptual diagram See the conceptual diagram as shown below. Player 1 player 2 Fig 7.3 Conceptual Diagram In this the two players will select one of the option from stone paper scissor and comparison will be done as per that the result will be declared via voice output 1) First option in color blue is for stone. 2) Second option in color brown is for paper. 3) Third option in color yellow is for scissor. Chapter 8 References 8.1 Applications: • Notepad ++ • Gimp • Android application- Pygame docs • Pygame tutorial and compiler • Sololearn • Voice changer • Voice editor • Youtube • T2S • Mp3 to wav converter • Quora etc • Murach's python programming (book) • IYOC games with python (pdf book) • MS picture manager • MS Power point • Paint 8.2 Websites: • Google.com • Python.net • Pygame.com • Wikipedia.com • Pythonprogramming.net • Programiz.com , etc

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