



A MOVING CAR

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Abstract: In the fast-growing field of software development and even more fast growing sector of game development the future is hard to predict. I am working with this game as my project and as a part of my degree I choose this type of work for doing better with development cycle, development period, graphics, scripting, adopting new technology, animation, etc.

In general, this software project is focusing on the creation of the a 2D game. So measure a Success can be measured by taking a look at the resulting software. In a game development project, the product is a game. But and here comes the point: A game is much more than just it is software. In this we are trying to provide content to become enjoyable. This is important part of game effect on the project as a whole. The part of the software project is not the only one, and it must be considered in connection to all other part s: The environment of the game, the story, characters, game plays, the artwork and so on

Keywords: movig car ,SPEED ,GUI

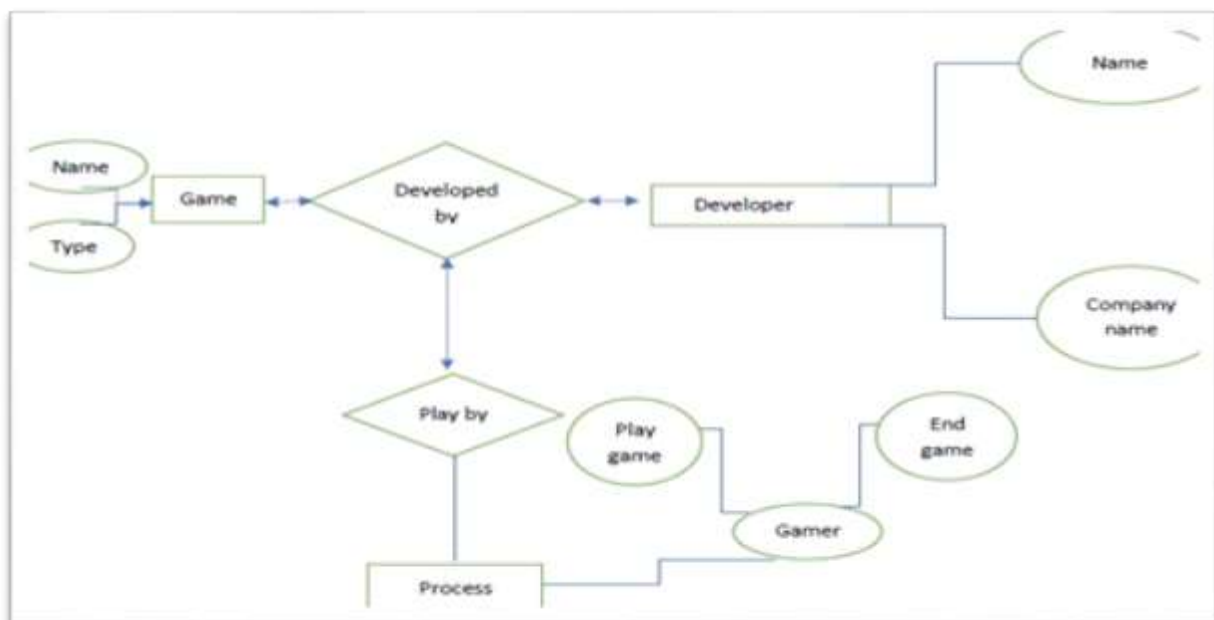
I. INTRODUCTION

What is a Game?

The answer is “A game is the execution of various codes and compilers through which players or the user can interact with objects displayed on the screen just for his/her entertainment.” A game is basically for entertainment purposes, but refers not only to games played on a personal computer, but also to games run by a console or arcade machine. Today all type of computer gaming is a profitable big business, and there are much more of different computer games that are enjoyed and for entertainment purposes by people of all ages. Games are much more than a software exported into .exe files. Games come with a lot of contents and features in it which makes it more enjoyable. Modern Games are developed with powerful game platform or engines which help the developers to create a massive open world environment for the user to immerse in for a best experience of computer entertainment possible

System Design

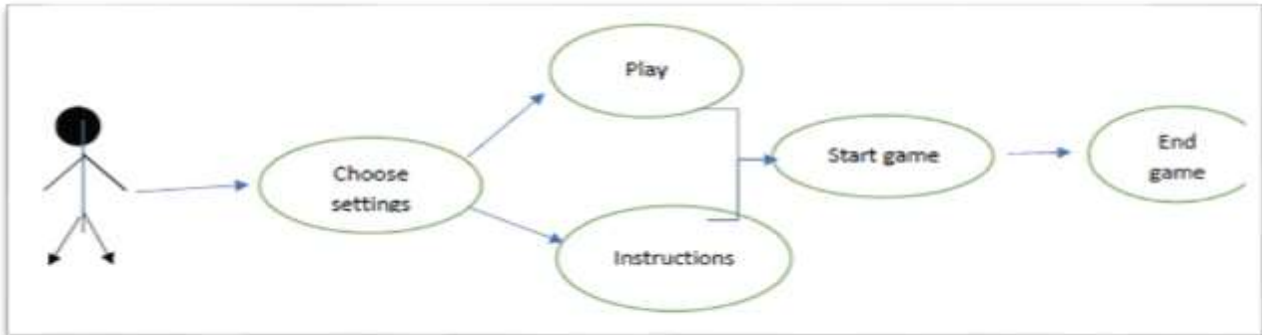
ENTITY RELATIONSHIP DIAGRAM:-





Use Case Scenario:

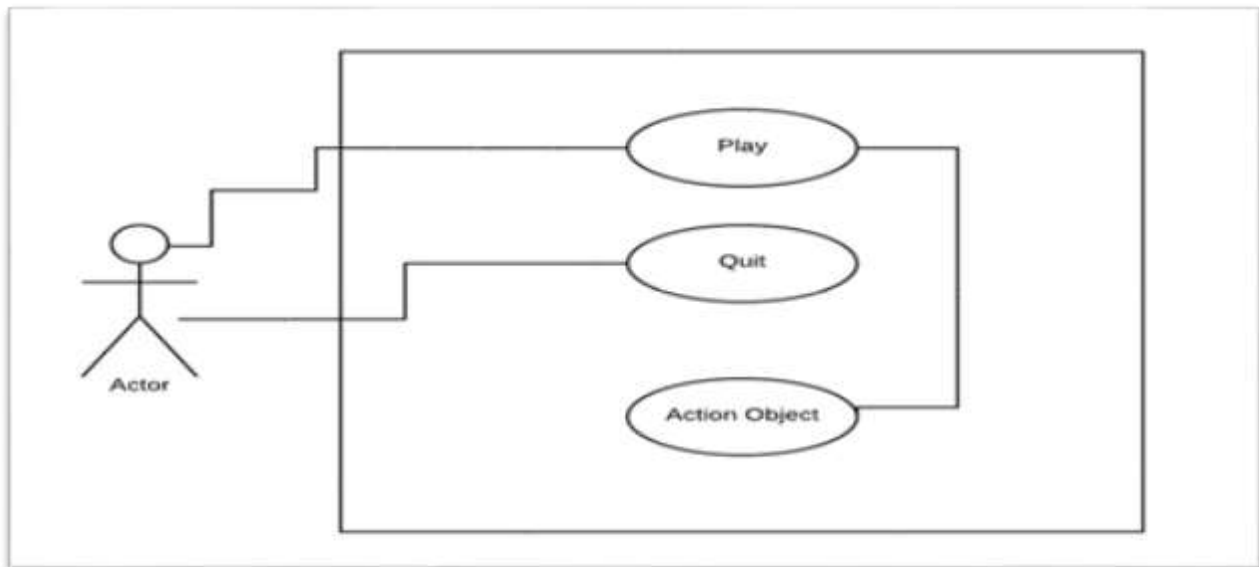
The following table tell you detail summarizes of use cases of the system. We have created the use case based on the UEx view (User Experience) of the game. The swim lane diagram connects UX with background programming which are the two important views of a game SRS.'



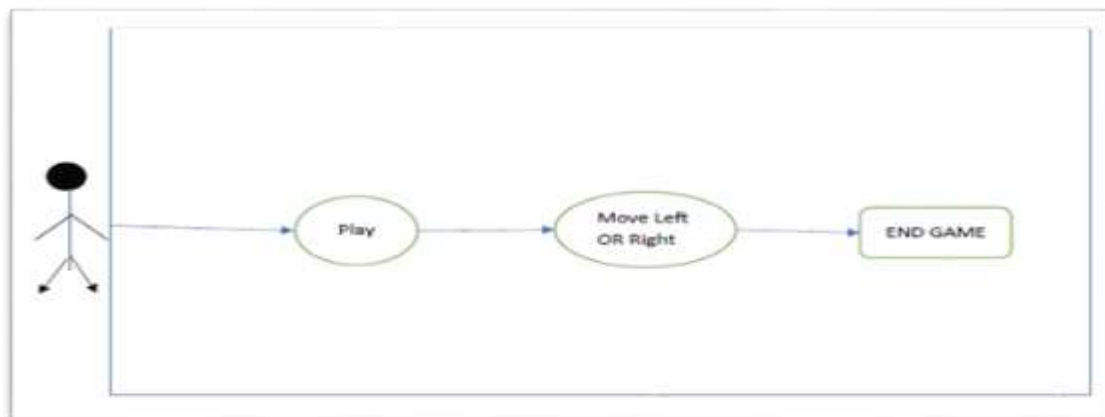
Use case

- Play First Option or context : Any one starting playing the game
- Prediction in Context: To Start a New Game
- Precondition:

System supports the game configuration

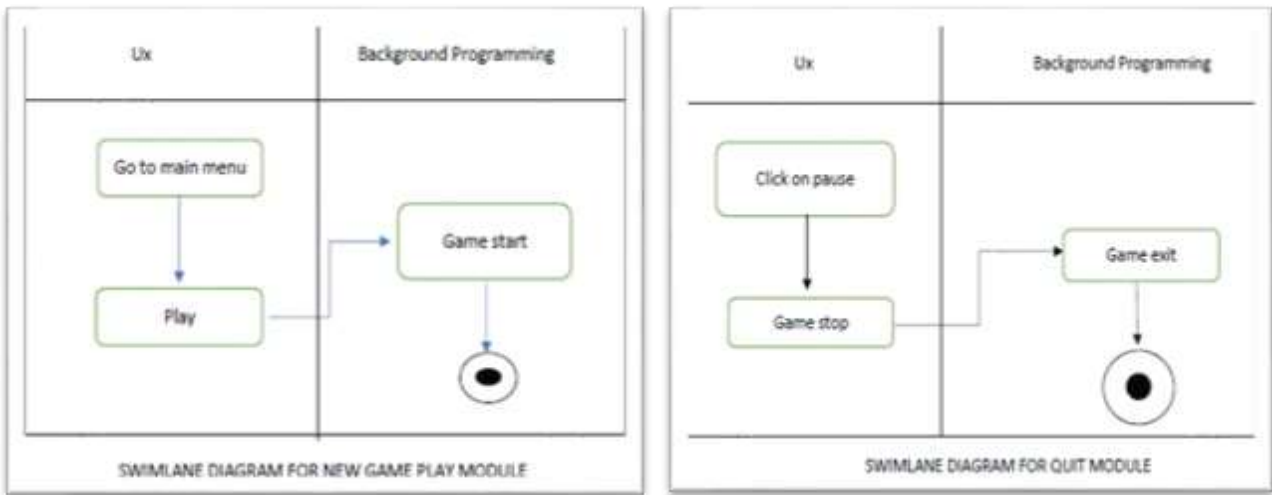


Game Play Scenario:

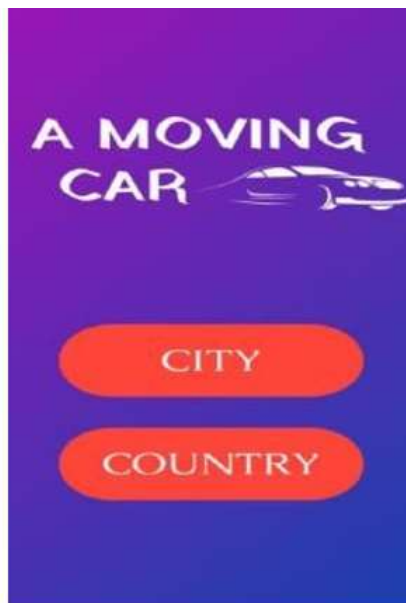




Flow Diagram:



Game Screenshot:





Future Enhancements

- Improve Graphical representation.
- Introduce some more features.
- Introduce new background and theme

IV. CONCLUSION

A Game development means a lot of experience. High quality graphic games are made in studios but this project being at a small scale has been done in a low graphic setting computer and as per my degree syllabus I have put in my utmost efforts for making this project sincerely. In this section I summarize the experience gained by the project development of "A MOVING CAR GAME".

REFERENCES

- [1]A.R.AI-Ali and M. AL-Rousan. "Java-Based fire and gas detection alarm". IEEE Transaction on Consumer Electronics, Vol.50, No. 2, May2004. Official ArduinoIDE website: <http://www.arduino.cc/en/Guide/ArduinoBT>