

**Final Year Project Report**  
**Project Name**  
**Drive Impossible Tracks 3D**



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**Session: 2014-2018**

**School of Systems and Technology**  
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## **Dedication**

We dedicate this entire project to our beloved mothers and fathers for their tireless support they accorded to us ever since we were children. We thank them for the spirit of hard work, courage and determination they had instilled in us throughout our school days till today. We also honor and owe our dear brothers for the happiness and appreciation for the guidance protection and financial support they offered us.

## Final Approval

### Panel of Examiners

- **Head of Department**  
Department of Software Engineering  
UMT Lahore \_\_\_\_\_
  
- **Program Director ( Final Year Projects)**  
Department of Software Engineering  
UMT Lahore \_\_\_\_\_
  
- **Supervisor**  
Department of Software Engineering  
UMT Lahore \_\_\_\_\_
  
- **Co-Supervisor**  
\_\_\_\_\_

## **Acknowledgment**

We would like to express our sincere gratitude to the people who have helped and supported us throughout our project. We are grateful to our teacher Arslan Asif for his continuous support for the project and encouragement to this day.

Ghayoor Ahmad

M.Ahmed Iqbal

BS Software Engineering

## **Project Title : Drive Impossible Tracks 3D**

### **Objective :**

Being a developer we always hope that whatever we have developed it will be persistent in long run and through that we could get a good amount of revenue. Moreover on the customer level and talking from their point of view this game is best as it will help in brain sharpening and will also enhance the brain intellectual level.

This game is designed in such a way that it will make the user attentive as well as multitasking because while having a race the user will be focusing on multiple things happening around.

We will upload our game to play store and apply unity ads on it. Unity Ads generates revenue by displaying paid advertisements in game. The more traffic and impressions game creates, the more money we can earn.

**Undertaken by :** Ghayoor Ahmad 14007065102  
M.Ahmed Iqbal 14007065092

**Supervised by :** Mr. Arslan asif

**Starting Date :** 1/11/2017

**Completion Date :** 25/7/2018

**Tools Used :** Unity 3D(Game engine)  
MonoDevelop IDE  
C# and scripting will be use  
Auto desk 3D Max

**Operating System :** Android

**Documentation :** Fall 2017

## Supervisor's Approval

I have carefully examined the documentation of the Final Year Project titled "*Drive impossible track 3D*"; and I endorse that this documentation complies with the standards of an undergraduate level Final Year Project report. Moreover, I have also checked for the plagiarism beyond Turnitin in the documentation and I am convinced that this documentation is not plagiarized.

Signature: \_\_\_\_\_

Date: \_\_\_\_\_

# Plagairism Report

## **Abstract**

Nowadays people often get bored of the racing games that are getting invented on every day and must be waiting for some change or innovations. Technology is very quick in its impact whether its gaming zone, software or professional fields and to maintain scope of any invention gets hard. Especially in the platform of games it's really hard to grab people's attention and let them stick to it for long.

The main focus of our game is to grab user's attention and let them expertise something new rather than the traditional games that are getting on the internet day by day. Also want the users to experience some new environment in racing game and get exciting things while playing the game. Lastly this game will also offer an entertaining factor in their spare time and it will not bore the user, Evey game lover should play this electrifying game.

## REVISION CHART

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<b>Version</b>	<b>Primary Author(s)</b>	<b>Description of Version</b>	<b>Date Completed</b>
Draft	Ghayoor Ahmad M.Ahmed iqbal	Initial phase of documentation	2/4/2018
Preliminary	Ghayoor Ahmad M.Ahmed iqbal	First half of documentation completed	24/4/2018
Final	Ghayoor Ahmad M.Ahmed iqbal	Complete documentation	10/7/2018
Revision 1	Ghayoor Ahmad M.Ahmed iqbal	Revision of first half	15/7/2018
Revision 2	Ghayoor Ahmad M.Ahmed iqbal	Revision of complete documentation	30/7/2018

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## Definitions and Acronyms

<b>Acronym</b>	<b>Definition</b>
UMT	University of Management and Technology
ERD	Entity Relationship Diagram
UML	Unified Modeling Language
Id	Identity
UC	Use case

**Table 1: table of acronyms and definitions**

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## 1. INTRODUCTION

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Nowadays people often get bored of the racing games that are getting invented on every day and must be waiting for some change or innovations. Technology is very quick in its impact whether its gaming zone, software or professional fields and to maintain scope of any invention gets hard. Especially in the platform of games it's really hard to grab people's attention and let them stick to it for long.

So this scenario puts us in a situation where we came up with the idea to invent a racing game but it has some features that makes it entirely different from other racing games and will let users play it for long. It is basically a very user interactive and interest grasping game that has been blown up with many unique features. It is a racing game for all age limits but due to intense tricky tracks will be more durable for younger age people. This game will replace the traditional games that has typical racing, parking and no uniqueness.