

Final Year Project Report

Project Name

Helix drone (RC helicopter)



Project Advisor:

Sadia Khalid

Submitted By:

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Session

2012-2016

University of Management and Technology

C-II Johar Town Lahore Pakistan

Final Approval

Panel of Examiners

- **Head of Department**
Department of Computer Science
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- **Program Director (Final Year Projects)**

Department of Computer Science
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- **Co-Supervisor**
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ACKNOWLEDGMENT

**The size of your success is measured by
the strength of your desire;**

**The size of your dream; and how you
handle disappointment along the way.**

All Glory and Honor to Allah Almighty, The Supreme power who bestowed profound persistence, and gave us ability to accomplish this work. We express our sincere gratitude to our loving parents; we dedicate our dissertation work to our teachers and families. A special thanks to our teachers Sadia Khalid and Tanzeela Shakeel for giving us the opportunity to propose and prepare this report.

Project Title **Helix Drone (RC Helicopter Game)**

Objective: **Our objective is to provide entertainment to the users in their lesiure time. (Not getting addicted is not a guraantee)**

Undertaken by:
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Supervised by: **Sadia Khalid**

Starting Date: **10th March 2016**

Completion Date: **26th October 2016**

Tools Used: **Unity Gaming Engine 3D (5.3.1), MonoDevelop by Unity3D, Visual Studio**

Operating System: **Android 4.3 and above. IOS 8.4 and above.**

Documentation

Abstract

Everyone gets bored in their leisure time. This project is made to kill boredom whereas it also involves learning. The idea is unique, there are many helicopter games available, but drone helicopter within a closed environment is very interesting. Playing it will help improve reflexes. Unity 3D is used to develop and design it. It is one of the best game developing architecture nowadays. Every aspect of real life physics is involved in this project.

REVISION CHART

Meeting Date	Task	Remarks
10.3.16	joystick development	
24.3.16	interface improvement	
28.4.16	Class diagram + ERD	
12.5.16	all diagrams	
26.5.16	class diagram, DFD 1, sequence diagram	DFD level-0, Use cases,
2.5.16	complete documentation FYP-I	
21.9.16		changes in game
25.10.16		complete game shown
26.10.16		Complete documentation shown

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1. INTRODUCTION

1.1 Project Overview

Video games have become an important aspect in the routines of the current generation, influencing the older generations too sometimes, it helps reduces stress in our daily life and makes us happy and relaxed. Now a day's some interesting games are trying to boost the new generation and students, which makes them use their IQ level to create some different games similarly we provide a gaming platform of RC world to give them a better gaming experience.

1.2 Problem Statement

The Project provides a game called Helix Drone (RC Helicopter Game) to complete some tough job, which will get harder with increasing levels. The user picks up a delivery box from a starting point and drops it at an end point. Enemy RC helicopters will create hurdles and stops the user to drop the box successfully, by defeating Enemy RC helicopters user can achieve their goal. It also has some other hurdles in its way, the battery discharges and user must reach the next checkpoint in time to recharge it. A user must complete the missions by surviving and avoid colliding with enemy RC helicopter because the enemies will try their best to destroy you at any cost. This game tests your ability, observation and how you manage and tackle the difficulties in the given survival period. DO IT BEFORE YOU DIE!

- Battery life
- Gaming freaks , teen agers
- Goals: Time management and rapid response to hurdles and problems.