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**FINAL YEAR PROJECT REPORT**  
**Platform Independent Jumping Car Game In Unity3D**



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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

The image displays the Basmala, the opening of the Quran, written in a highly stylized and bold Arabic calligraphic script. The text is arranged in a single line, reading from right to left. The characters are thick and black, with prominent vertical stems and large, rounded loops. The word 'Bismillah' is written in a way that emphasizes its rhythmic and melodic qualities. The script is set against a white background, framed by a thin black border. Two horizontal red lines are positioned above and below the calligraphy, adding a decorative touch to the composition.

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## **Acknowledgement**

All glories to Allah, the most beneficent, the most merciful who bestowed us with the sight to observe, and mind to think and judge, peace and blessings of Allah be upon the Holy Prophet (PBUH) and his pure and descendants who advice strongly followers to seek the knowledge from cradles to grave.

We also owe deepest thanks to our teacher Mr. Mubashar Baig. We feel richly blessed to have him as our instructor, who provided us this opportunity, to work on such project enhanced our ability in different aspects. As there was so much to explore, this boosted up our insights. We are also very thankful to the software developers(Unity) for making the software in such a short span of time and provide us with information regarding the IT Industry. In the end would like to thank and congratulate all group members for their hard work and coordination that enabled us to complete this project.

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## **Dedication**

We are dedicating Our whole efforts in working this project to

“Our parents, who support us, our teachers who made this difficult path easy for us, our colleagues who help us throughout all these years with appreciation and assistance..”



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## **Abstract**

Our interest to create a new game in such a competitive market took the shape of this project. We knew that gaming industry is growing rapidly so we are creating a game which is in 3D and we selected a tool which can also be used for physics simulation. We have created a game in which car can fly and user has to catch points in game and it's a combination of physics and cartoonish game. We have tried our best to maintain latest technology ,excellent graphics and all what a standard game requires.

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- **INTRODUCTION**

- **ABSTRACT IDEA**

In this project, we were left free to decide what type of game we wanted to develop. The suggestion was that a racing game would be suitable, since such a game usually do not depend on advanced assets, e.g. animated models. After some brainstorming, it was decided that a racing game should be developed. However, there were two different racing game ideas, which will be described below.

- **FIRST IDEA**

In our project after an abstract idea of car game or racing car we first thought to create a game like need for speed and thought to implement complete physics with all our game but after few days research on it we concluded that there are many such games in market with very high class graphics and we can't compete with them so we started thinking again for new idea.

- **SECOND IDEA**

After rejection of our first idea we started thinking to create a cartoonish car game like HILL CLIMB or HIGHWAY RUN in which we can create car with physics and implement that idea with several changes in it like HILL CLIMB in 3d but we found that this type of games are also existing in market with huge graphics and with all features we were thinking to include in our game.

- **FINAL IDEA**

After rejection of second idea we are again at that point where we started from and mixed different ideas and created a new idea of a car game in which a car can jump and has cartoonish style with physics involved in jump only and no physics in car movement and we started our research platform to create such game.

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