

Final Year Project Registration

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Student Information			
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Program	BS(IT)	Session	2022-2026

Project Information	
Project Title	Car Parking Game
Project Abstract / Description	<p>This project is mobile-based Car Parking Game Application developed using Unity with C# programming language. The main objective of this project is to implement game development concepts through programming logic, user interaction, and real-time control systems.</p> <p>The core functionality of the game is developed using C# scripts, where different modules such as car movement, steering control, acceleration, and braking are implemented programmatically. Collision detection is handled using Unity's physics engine, allowing the system to detect obstacles and restricted invalid movements.</p> <p>The game logic includes level management, score calculation, all implemented through scripting. Conditional statements and Object-oriented programming concept are used to control game flow, including level completion, failure conditions, and restart functionality.</p> <p>This project highlights practical implementation of programming concept such as object-oriented programming (OOP), event handling, and real-time system control within a game development environment.</p>
Source Languages	C#
Database (If applicable)	
Reporting Framework (If applicable)	
Other Tools	Unity, Visual Studio/VS Code

Student Signature

Supervisor Signature

Chairman of Dept. Signature