Chat App
[A Progressive Web Application]

A Project Report

Submitted by

ROHITH.S	*20201BCG0018*
SUBHAM AGARWAL	*20201BCG0021*
P.VAISHNAVI	*20201BCV0023*

Under the guidance of

Ms.Ranjitha. P

Assistant Professor CSE, Department of Computer Science

in partial fulfillment for the award of the degree of

BACHELOR OF COMPUTER APPLICATIONS (AR / VR)

At

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

SCHOOL OF INFORMATION SCIENCE

PRESIDENCY UNIVERSITY

BENGALURU

JUNE 2023

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

BACHELOR OF COMPUTER APPLICATIONS

SCHOOL OF INFORMATION SCIENCE

PRESIDENCY UNIVERSITY

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

CERTIFICATE

This is to certified that the University Project II report **"ChatApp"** being submitted by ***ROHITH.S , SUBHAM AGARWAL, P.VAISHNAVI*** bearing roll number ***20201BCG0018 , 20201BCG0021 , 20201BCV0023*** , in partial fulfillment of requirement for the award of degree of **Bachelor of Computer Applications** is a bonafide work carried out under my supervision.

Ms.Ranjitha. P
Assistant Professor CSE,
School of CS,
Presidency University

Dr. R Mahalakshmi
Head of the Department (SOIs),
School of CS&ISE,
Presidency University

Dr. C Kalaiarsan
Associate Dean,
School of CS&ISE,
Presidency University

Dr. Md. Sameeruddin Khan
Dean,
School of CS&ISE,
Presidency University

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

ABSTRACT

The ChatApp is a web-based communication platform designed to facilitate real-time messaging and interaction between users. The primary objective of the website is to provide a user-friendly and accessible interface for individuals to connect, engage in conversations, and share information. The ChatApp offers a range of features to enhance the communication experience. Users can create personalized profiles, manage their contacts, and engage in one-on-one or group chats. The website incorporates real-time messaging capabilities, allowing users to exchange text messages, multimedia content, and even participate in audio or video calls. Privacy and security are prioritized on the ChatApp. The platform implements encryption protocols and user-controlled privacy settings to ensure the confidentiality of user data and protect personal information. The website's design and layout are optimized for responsiveness, providing a seamless user experience across different devices and screen sizes. It leverages modern web technologies to deliver a fast and interactive interface, enabling smooth navigation and efficient communication. The ChatApp aims to revolutionize online communication by providing a user-friendly platform that enables seamless and meaningful interactions. Its features and intuitive interface make it a valuable tool for both personal and professional communication needs.

In conclusion, the ChatApp website project represents a significant contribution to the field of web-based communication platforms. By combining modern web technologies with robust functionality and user-centric design, the website offers users a reliable and engaging platform to connect and communicate in real-time.

KeyWords: Social Application, communication, Java, Fire Base

ACKNOWLEDGMENT

The completion of project work brings with great sense of satisfaction, but it is never completed without thanking the persons who are all responsible for its successful completion. First and foremost we indebted to the GOD ALMIGHTY for giving us the opportunity to excel our efforts to complete this project on time. We wish to express our deep sincere feelings of gratitude to our Institution, Presidency University, for providing us opportunity to do our education.

We express our sincere thanks to our respected dean **Dr. Md. Sameeruddin Khan,** Dean, School of Computer Science Engineering and Information Science, Presidency University for getting us permission to undergo the project.

We record our heartfelt gratitude to our beloved professor **Dr. C Kalaiarsan**, Associate Dean, School of Computer Science Engineering and Information Science, **Dr. R Mahalakshmi**, Professor and Head, School of Information Science, Presidency University for rendering timely help for the successful completion of this project.

We sincerely thank our project guide, **Ms.Ranjitha. P**, Assistant Professor CSE, Department of Computer Science, for her guidance, help and motivation. Apart from the area of work, we learnt a lot from her, which we are sure will be useful in different stages of our life. We would like to express our gratitude to Faculty Coordinators and Faculty, for their review and many helpful comments.

We would like to acknowledge the support and encouragement of our friends.

ROHITH.S	***20201BCG0018***
SUBHAM AGARWAL	***20201BCG0021***
P.VAISHNAVI	***20201BCV0023***

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

TABLE OF CONTENTS

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

War of Tank

Final Report
A Project Report

Submitted by

Gajjala Vamsi	*20201BCV0020*
Farhaan Pasha	*20201BCV0009*
Ganeshkumar Mallikarjun Kumbar	*20201BCG0010*
Pratik Kumar	*20201BCG0015*

Under the guidance of

Mr. Vetrimani E
Assistant Professor, School of Computer Science and Infromation Science

in partial fulfillment for the award of the degree

of

BACHELOR OF COMPUTER APPLICATIONS
(AR & VR)

At

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

SCHOOL OF INFORMATION SCIENCE

PRESIDENCY UNIVERSITY

BENGALURU

JUNE 2023

REGISTRAR

PRESIDENCY UNIVERSITY
Registrar
BANGALORE

BACHELOR OF COMPUTER APPLICATIONS

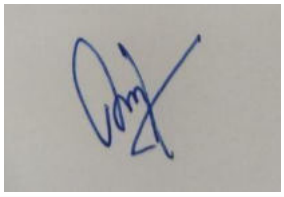
SCHOOL OF INFORMATION SCIENCE

PRESIDENCY UNIVERSITY

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

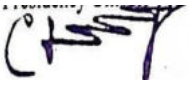
CERTIFICATE

This is to certified that the University Project II report **"War of Tank"** being submitted by ***Gajjala Vamsi, Farhaan Pasha, Ganeshkumar Mallikarjun Kumbar, Pratik Kumar Puglia*** bearing roll number **20201BCV0020, 20201BCV0009, 20201BCG0010, 20201BCG0015, in** partial fulfilment of requirement for the award of degree of **Bachelor of Computer Applications** is a bonafide work carried out under my supervision.



Mr. Vetrimani E
Assistant Professor,
School of CS&ISE,
Presidency University

Dr. R Mahalakshmi
Head of the Department (SOIs),
School of CS&ISE,
Presidency University



Dr. C Kalaiarsan
Associate Dean,
School of CS&ISE,
Presidency University

Dr. Md. Sameeruddin Khan
Dean,
School of CS&ISE,
Presidency University

REGISTRAR

Abstract

3D Tanks Game is a 2-player shooter game using one keyboard that uses simple game mechanics, integrating world and screen space UI, as well as game architecture and audio mixing. A tank is an armoured fighting vehicle intended as a primary offensive weapon in front-line ground combat. Tank designs are a balance of heavy firepower, strong armour, and good battlefield mobility provided by tracks and a powerful engine; usually their main armament is mounted in a turret. Each player controls their tank with a pair of joysticks, moving them forwards and back to drive, reverse, and steer, and firing shells with a button to attempt to destroy the other tank. The destruction of a tank from a mine or shell earns the opposing player a point, and tanks reappear after being destroyed. Tanks 3D is a fascinating tank battle game, perfect for those who enjoy action and explosions, and you can enjoy it online and for free on Unity.com. In this fast paced battle game, you get to control different types of tanks to complete lots of missions in which driving skills, good aim and fast thinking are the key to survive. Unity Multiplayer refers to “Unity Multiplayer Networking”, which is Unity’s toolset for multiplayer game development. In 2021, Unity made a serious step forward toward multiplayer networking. That was when they officially pre-released Netcode for GameObjects with an extended feature focusing on moderate pace, small-scale, cooperative games. At the same time, Unity enhanced Unity Transport and added support for DTLS encryption. Furthermore, at that time, the Unity team released a new Network Profiler feature and multiplayer services – Unity Relay and Lobby. Unity Multiplayer refers to “Unity Multiplayer Networking”, which is Unity’s toolset for multiplayer game development. In 2021, Unity made a serious step forward toward multiplayer networking. That was when they officially pre-released Netcode for GameObjects with an extended feature focusing on moderate pace, small-scale, cooperative games. At the same time, Unity enhanced Unity Transport and added support for DTLS encryption. Furthermore, at that time, the Unity team released a new Network Profiler feature and multiplayer services – Unity Relay and Lobby.

KeyWords: Multiplayer Game, Unity Networking

TABLE OF CONTENTS

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

LIST OF FIGURES

Acknowledgment

We would like to express our sincere gratitude to all those who have contributed to the successful completion of our space shooter game project. First and foremost, we would like to thank our project supervisor for their guidance and support throughout the project's various phases. Their valuable feedback and insights have been instrumental in the project's success. We would also like to thank the project team members for their hard work, dedication, and commitment to the project's goals, which have been crucial in delivering a high-quality and engaging gaming experience. We would also like to acknowledge the support of our families and friends, who have been a constant source of motivation and encouragement throughout the project's duration. Finally, we would like to express our appreciation to the gaming community for their feedback and support, which have been invaluable in shaping the game's final version. Thank you all for your contributions and support.

We express our sincere thanks to our respected dean **Dr. Md. Sameeruddin Khan**, Dean, School of Computer Science and Information Science, Presidency University for getting us permission to undergo the project.

We record our heartfelt gratitude to our beloved professor **Dr. C Kalaiarasan, Associate Dean**, **Dr. R Mahalakshmi**, Professor and Head of the Department, Presidency University for rendering timely help for the successful completion of this project.

We sincerely thank our project guide, **Mr. Vetrimani E**, Assistant Professor, CSE and IS Department, for his guidance, help and motivation. Apart from the area of work, we learnt a lot from him, which we are sure will be useful in different stages of our life. We would like to express our gratitude to Faculty Coordinators and Faculty, for their review and many helpful comments.

Gajjala Vamsi - 20201bcv0020

Farhaan Pasha – 20201BCV0009

GaneshKumar – 20201BCG0010

Pratik Kumar – 20201BCG0015

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

ESCAPE ROOM

A Project Report

Submitted by

YASH SHARMA	*20201BCG0028*
ISHITA RATHOD	*20201BCV0007*
ADITYA CHOWDHURY	*20201BCG0004*
RAJESHWARI SAHANI	*20201BCV0012*
KHYATI KOMRE	*20201BCV0008*

Under the guidance

of

Vetrimani Elangovan

Assistant Professor, SoCSE & IS

In

Partial fulfillment for the award of the degree of

BACHELOR OF COMPUTER APPLICATIONS(AR & VR)

At

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

SCHOOL OF INFORMATION SCIENCE

PRESIDENCY UNIVERSITY

BENGALURU

JUNE 2023

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

BACHELOR OF COMPUTER APPLICATIONS

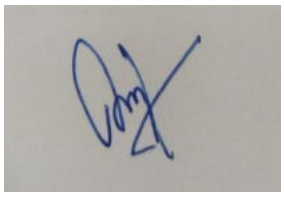
SCHOOL OF INFORMATION SCIENCE

PRESIDENCY UNIVERSITY

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

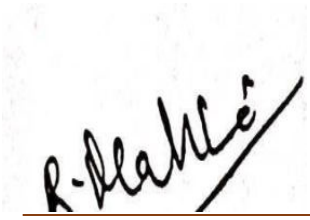
CERTIFICATE

This is to certify that the University Project II report **"ESCAPE ROOM"** being submitted by ***Ishita Rathod, Aditya Chowdhury, Rajeshwari Sahani, Yash Sharma, and Khyati Komre*** bearing roll number ***20201BCV0007, 20201BCG0004, 20201BCV0012, 20201BCG0028, 20201BCV0008*** in partial fulfillment of requirement for the award of degree of **Bachelor of Computer Applications** is a bonafide work carried out under my supervision.



Vetrimani Elangovan

Assistant Professor,
School of CS&ISE,
Presidency University

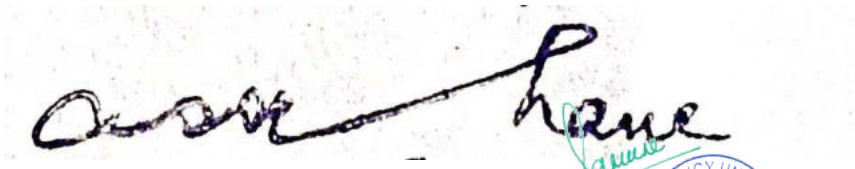


Dr. R Mahalakshmi

Head of the Department (SOIs),
School of CS&ISE,
Presidency University

Dr. C Kalaiarsan

Associate Dean,
School of CS&ISE,
Presidency University



Dr. Md. Sameeruddin Khan

Dean,
School of CS&ISE,
Presidency University

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

ABSTRACT

Escape Room is an immersive game that offers players a thrilling and intellectually stimulating experience. Set in a meticulously crafted virtual environment, the game challenges players to solve a series of intricate puzzles and unravel mysteries within a time-constrained scenario.

The game leverages cutting-edge VR technology to provide players with a realistic and immersive experience. With high-quality visuals, spatial audio and intuitive hand-tracking controllers, players are transported into a captivating world where they must rely on their wits, observation skills, and teamwork to succeed.

Escaping the room is more than just a physical challenge—it is a mental odyssey, a journey into the unknown. It demands creativity, resourcefulness, and the ability to think outside the box. As the final seconds tick away, the thrill of victory or the bitter taste of defeat awaits.

Escape rooms offer a thrilling and immersive experience that pushes the boundaries of your imagination. They are a testament to the power of teamwork, problem solving, and the exhilaration of conquering the unknown. So gather your friends, brace yourselves, and prepare for an adventure like no other. Can you unlock the secrets, escape the room, and emerge victorious? The answer lies within the labyrinth, waiting to be discovered.

Key Words: Immersive, Labyrinth, Unity 3D Engine

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

ACKNOWLEDGMENT

The completion of project work brings with great sense of satisfaction, but it is never completed without thanking the persons who are all responsible for its successful completion. First we indebted to the GOD ALMIGHTY for giving us the opportunity to excel our efforts to complete this project on time. We wish to express our deep sincere feelings of gratitude to our Institution, Presidency University, for providing us opportunity to do our education.

We express our sincere thanks to our respected dean **Dr. Md. Sameeruddin Khan,** Dean, School of Computer Science Engineering and Information Science, Presidency University for getting us permission to undergo the project.

We record our heartfelt gratitude to our beloved professor **Dr. C Kalaiarsan**, Associate Dean, School of Computer Science Engineering and Information Science, **Dr. R Mahalakshmi**, Professor and Head, School of Information Science, Presidency University for rendering timely help for the successful completion of this project.

We sincerely thank our project guide, **Mr Vetrimani Elangovan**, ASST PROFFESSOR, Department, for his guidance, help and motivation. Apart from the area of work, we learnt a lot from him, which we are sure, would be useful in different stages of our life. We would like to express our gratitude to Faculty Coordinators and Faculty, for their review and many helpful comments.

We would like to acknowledge the support and encouragement of our friends.

Student Name	*ID Number*
Ishita Rathod	*20201BCV0007*
Khyati Komre	*20201BCV0008*
Aditya Chowdhury	*20201BCG0004*
Yash Sharma	*20201BCG0028*
Rajeshwari Sahani	*20201BCV0012*

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

TABLE OF CONTENTS

LIST OF FIGURES

LIST OF TABLES

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

DEPRESSION DETECTION MODEL BASED ON SENTIMENT ANALYSIS ON TWITTER API

A Project Report

Submitted by

20201BCV0013 *Ruthvik C Reddy*

20201BCV0015 *Vedant Sharma*

20201BCV0007 *Ishita Rathod*

20201BCV0008 *khyati komre*

Under the guidance of

Ms. Yashwashini
Assistant Professor, CSE

in partial fulfillment for the award of the degree

of

BACHELOR OF COMPUTER APPLICATIONS (AR & VR)

At

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

SCHOOL OF INFORMATION SCIENCES

PRESIDENCY UNIVERSITY

BENGALURU

JUNE 2023

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

BACHELOR OF COMPUTER APPLICATIONS
SCHOOL OF INFORMATION SCIENCES
PRESIDENCY UNIVERSITY

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

CERTIFICATE

This is to certify that the University Project II Report "**DEPRESSION DETECTION MODEL BASED ON SENTIMENT ANALYSIS ON TWITTER API** " being submitted by **Ruthvik C Reddy , Vedant Sharma , Ishita Rathod, khyati komre** bearing roll number **20201BCV0013, 20201BCV0015, 20201BCV0007, 0201BCV0008** in partial fulfilment requirement for the award of degree of Bachelor of Computer Applications is a bonafide work carried out under my Supervision.

Ms. Yashwashini
Assistant Professor
Department of CSE & IS
Presidency University

Dr R Mahalakshmi
Program Head(SOIs)
Department of CSE & IS
Presidency University

Dr C Kalaiarasan
Assistant Dean
School of CS & ISE
Presidency University

Dr Md Sameeruddin Khan
Dean
School of CS & ISE
Presidency University

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

ABSTRACT

Datasets derived from social networks are useful in a number of areas, including sociology and psychology. However, technical assistance is inadequate, and precise approaches are desperately needed. Our project uses data mining in the field of psychology to classify depressed consumers of twitter. To begin, a sentiment analysis approach is proposed that uses vocabulary and man-made rules to measure social media's tendency (twitter). Second, a depression identification model is developed using the proposed approach and ten depressed consumer characteristics derived from psychological studies. The model is then tested using three different forms of classifiers. The relevance of each function is also investigated. Finally, within the proposed model, a tool for online mental health monitoring is created. Some psychologists endorse this research, which helps them boost their data centric approach to analysing the impact of major events.

Keywords—social media, API, data mining, classification, depression

ACKNOWLEDGMENT

The completion of project work brings with great sense of satisfaction, but it is never completed without thanking the persons who are all responsible for its successful completion. First and foremost we indebted to the GOD ALMIGHTY for giving us the opportunity to excel our efforts to complete this project on time. We wish to express our deep sincere feelings of gratitude to our Institution, Presidency University, for providing us opportunity to do our education.

We express our sincere thanks to our respected dean **Dr. Abdul Sharief,** Dean, School of Engineering, Presidency University for getting us permission to undergo the project.

We record our heartfelt gratitude to our beloved professor **Dr. Mohamadi Begum**, Associate Dean, **Dr. R Mahalakshmi**, Associate Professor and Program Head, or rendering timely help for the successful completion of this project.

We sincerely thank our project guide, **Ms. Yashaswini K A**, Assistant Professor, Department of Computer Science and Engineering, for his guidance, help and motivation. Apart from the area of work, we learnt a lot from him, which we are sure will be useful in different stages of our life. We would like to express our gratitude to Faculty Coordinators and Faculty, for their review and many helpful comments.

We would like to acknowledge the support and encouragement of our friends.

Student name	ID
20201BCV0013	*Ruthvik C Reddy*
20201BCV0015	*Vedant Sharma*
20201BCV0007	*Ishita Rathod*
20201BCV0008	*khyati komre*

List of Tables

List of Figures

TABLE OF CONTENTS

ALRIC – The Explorer

FINAL REPORT

Submitted by

Suhail Khan	*20201BCG0022*
Mohammed Jiyad	*20201BCG0013*
Radhunandan	*20201BCV0010*
Yadhu Krishna	*20201BCV0018*
Deon Mathew	*20201BCG0008*

Under the guidance of

Dr. Pradeep Bhaskar

Assistant Professor, SOIS Department

in partial fulfillment for the award of the degree of

BACHELOR OF COMPUTER APPLICATIONS (AR & VR)

At

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

SCHOOL OF INFORMATION SCIENCE

PRESIDENCY UNIVERSITY

BENGALURU

JUNE 2023

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

BACHELOR OF COMPUTER APPLICATIONS
SCHOOL OF INFORMATION SCIENCE
PRESIDENCY UNIVERSITY

CERTIFICATE

This is to certify that the University Project report **"Alric – The Explorer"** being submitted by **Suhail Khan, Mohammed Jiyad, Radhunandan, Yadhu Krishna, Deon Mathew** bearing roll number **20201BCG0022, 20201BCG0013, 20201BCV0010, 20201BCV0018, 20201BCG0008** in partial fulfillment of requirement for the award of degree of **Bachelor of Computer Applications** is a bonafide work carried out under my supervision.

Dr. Pradeep Bhaskar
Assistant Professor,
School of Information Science,
Presidency University

Dr. R Mahalakshmi
HOD (SOIs),
Department of CS&E, SoE,
Presidency University

Dr. C Kalaiarasan
Associate Dean
Department of CS&E, SoE,
Presidency University

Dr. Md. Sameeruddin Khan
Dean,
SCS&IS,
Presidency University

2

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

Table of Content

REGISTRAR

PRESIDENCY UNIVERSITY Registrar BANGALORE

Abstract

A 2D platformer game is a type of video game that involves a character moving through a two-dimensional environment while overcoming obstacles and enemies. These games are often characterized by their simple, side-scrolling gameplay, which involves the player controlling the character's movement and jumping abilities to navigate through the game's levels.

To design and implement a 2D platformer game, you will need to define the concept and gameplay mechanics, create the game's assets, set up the levels and environments, implement the gameplay mechanics and player controls, and test and debug the game. It is also important to consider the overall player experience, including the difficulty, pacing, and aesthetic of the game, as well as the story and characters.

By following a structured process and focusing on these key areas, you can create a successful and enjoyable 2D platformer game that players will love.