Project Tracker

A Project Report

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in partial fulfilment for the award of the degree

of

BACHELOR OF COMPUTER APPLICATIONS (AR &VR)

At

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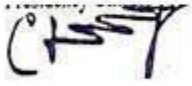

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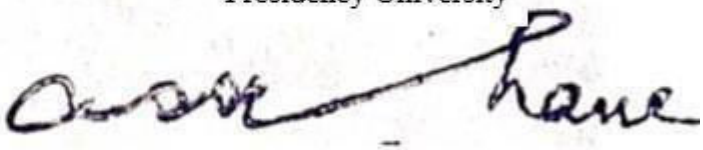

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Abstract

Tracking of the application after installation is one important part of business software applications. Objective of this project is development of Project tracker application which records the details and progress of activities done at tally locations and monitors the entire functionality of the product as well. Phase 1 of the report includes the literature study and practicing of sample codes. Phase 2 includes the front end of the Project Tracker Application. Phase 3 includes adding events and linking to database. Final Phase of the report includes the integration of Project Tracker Application.

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SMART DOOR LOCK OPENING IN CARS USING FACE RECOGNITION

A Project Report

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Abstract

A day to day home security level grown up to provide security to our house IOT based face recognition can be implemented. A standard web camera to capture the image to identify the visitor. It's a method that identifies the visitor. If the face recognizes visitor, it will greet themby name and the door will be unlocked name opened. If they are not identified door willunlocked. The system will perform detection and recognition rapidly in real time when face in front of camera. This project basic utilizes the camera, and then internet connection to create a door unlocks itself by facial recognition. If the user at the door is recognized, door will be unlocked! This project is mainly for future features: safety, monitoring, security and control to home automation. Firstly the system needs a face authentication for the visitor to be able to enter the home (lock/unlocked). When an unauthenticated tries to log into system, this face will be capture the image of visitor And it will be sent to Gmail address to an admin person. The system should also support the password unlocked system.

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Full Stack Developer and Frontend Developer

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Abstract

This project trains us towards the domain for the pigging. In the training process we are trained with reactive programing, and other concepts to make a software as a service application which can leverage the manageability of the oil and gas industries. Development of Shopnix Responsive Admin Panel makes the Shopnix admin panel Responsive. Shopnix is a cutting-edge SaaS platform that enables merchants across India to create and run their own eCommerce stores.

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MAZE HUNTER

A Project Report

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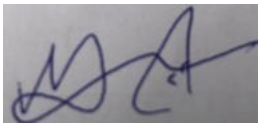
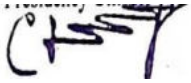
 **Mr. Nithyanantham Sampath Kumar** Assistant Professor Department of, School Presidency University		 **Dr. R Mahalakshmi** HOD (SOIs), Department of CS&E, SoE, Presidency University
 **Dr. C Kalaiarasan** Associate Dean Department of CS&E, SoE, Presidency University		 **Dr. Md. Sameeruddin Khan** Dean, SCS&IS, Presidency University

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ABSTRACT

The goal of our game project is to design a 3-D graphical computer game using Unity. For our project, we decided to design a 3-D maze game where the objective of the game is to find a way to escape out of the maze. The user, played as a Demo Knight, has to find a way to get out of the maze without getting killed or caught in the given period of time and if the player fails, player will again be back at the start. The game is designed in a Windows environment and written in C# Unity with use of Visual Studio Code 2019.For our project, we have implemented several C# programming functions as taught in BCA273.As a result , we have created a 3-D maze game that is fun and enjoyable.

Key Words: Unity Game Engine, Visual Studio Code, Maze runner,

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ALRIC – THE EXPLORER
(2D PLATFORMER GAME)

A Project Report

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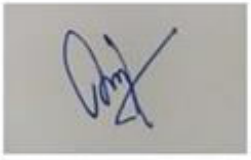

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Abstract

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.