VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"Jnana Sangama", Belagavi-560014, Karnataka

INTERNSHIP REPORT ON

"Car Game"

SUBMITTED IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR THE MINI PROJECT

BACHELOR OF ENGINEERING
IN
COMPUTER SCIENCE & ENGINEERING

Submitted By

SOUVIK KARAK (1SV20CS048)

Under the guidance of

Mr. RENUKARADHAYA PC

Assistant Professor, Dept. of CSE.

PRINCIPAL
SIET. TUMKUR

SHRIDEVI EDUCATION

Department of Computer Science and Engineering

SHRIDEVI INSTITUTE OF ENGINEERING AND TECHNOLOGY
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Sira Road, Tumakuru – 572106, Karnataka.

2022-2023

Sri Shridevi Charitable Trust (R.)
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that, Mini project report of entitled "Car Game" has been successfully carried out by SOUVIK KARAK [1SV20CS048], in partial fulfilment for the Mini project report of **Bachelor of Engineering** in **Computer Science & Engineering** of the **Visvesvaraya Technological University, Belagavi** during the academic year **2022-23.** It is certified that all the corrections/suggestions indicated for internal assessments have been incorporated in the report. The Mini - Project report has been approved as it certifies the academic requirements in respect of Mini-Project work prescribed for the Bachelor of Engineering Degree.

Signature of Guide

Mr. RENUKARADHAYA PC

Assistant Professor, Dept. of CSE,
SIET, Tumakuru.

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Signature of H.O.D

Dr. Basavesha D M.Tech., Phd,
Associate Professor & HOD Dept.OfCSE,
SIET, Tumakuru.

Name of the Examiners	Signature with date
1 Harish	
2 Renukaradhya P. C	

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DECLARATION

I, **SOUVIK KARAK [1SV20CS048]** , student of VI semester **B.E** in Computer Science& Engineering, at Shridevi Institute of Engineering & Technology, Tumakuru, hereby declare that, the Mini Project work entitled **"CAR GAME"**, embodies the report of our Mini-Project work carried out under the guidance of **Mr.Renukaradhaya P.C, Assistant Professor, Department of CSE, SIET, Tumakuru** as partial fulfilment of requirements for the Internship Project report in **Bachelor of Engineering in Computer Science & Engineering of Visvesvaraya Technological University, Belagavi**, during the academic year **2022-23**. The Internship-Project has been approved as it satisfies the academic requirements in respect to the Internship-Project work.

Souvik.

Place: Tumakuru

Date: 05/07/23

Student Name & Signature

Souvik Karak [1SV20CS048]

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ABSTRACT:

In this mini project, we propose the development of a Car Racing Model as part of a Computer Graphics and Visualization (CGV) project. The objective of this model is to create a realistic and immersive racing experience for users. The Car Racing Model will be built using advanced computer graphics techniques and algorithms to simulate the physics and dynamics of racing cars.The model will incorporate realistic rendering of the race tracks, cars, and environments.

Furthermore, the Car Racing Model will include features to makethe gameplay engaging and competitive. This may include the implementation of artificial intelligence opponents that exhibit realistic racing behaviors, challenging the user's driving skills. The model will also incorporate a scoring system, lap timings, and leaderboards to encourage competition among users. The Car Racing Model for CGV Mini Project aims to provide an immersive andrealistic car racing experience for users. It serves as the a platform for exploring the intricacies of computer graphics and visualization

Future scope:

Ø It is the basic model of Car simulation

Ø It will be used in the fields of animation.

Ø In future this program can be improved by using of new opengl functions.

Technology used

Graphics Software: various software packages are available for creating computer graphics, including 3D modeling and animation software,

Computer Hardware:

A powerful computer with a good
graphics card and sufficient storage capacity is required to run
graphics software, C++ and python languages are used in graphics.

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