FINAL YEAR PROJECT REPORT

INTERACTIVE WAY TO LEARN TRAFFIC RULES.

In fulfillment of the requirement
For degree of
BS (COMPUTER SCIENCES)

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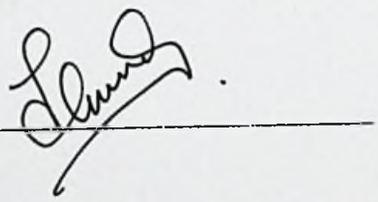
DECLARATION

We hereby declare that this project report is based on our original work except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other degree or award at Bahria University or other institutions.

Signature : 

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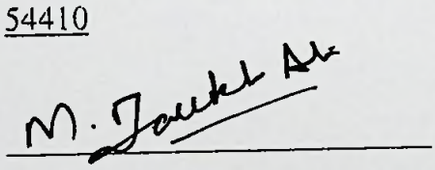
Signature : 

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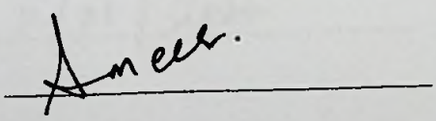
Signature : 

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INTERACTIVE GAME TO LEARN TRAFFIC RULES.

ABSTRACT

Game-based learning is one of teaching approach quite popular presently. Our project is based on a animated game which is a learning game for youngsters and new drivers through this game they can learn about different traffic rules our primary aim is to spread awareness about road ethics , road side rules and road safety rules our basic plan is to develop multiple levels each one of those levels is design on several different traffic rules for passing these levels player have to follow the all rules and answer a questioner based on these rules at the end of each level to unlock the next level if player failed to follow any rule during the game he/she will not be able to unlock next level until they not follow every rule . The questioner is basically a bonus for a player to get an extra star or coins. If player get full marks in questioner, he/she will get a extra star. Animation is a more effective way to attract someone. Through the sound effects, animated environment we can attract the more teenagers. Through this approach we can lay a solid base for following a traffic rule in youngsters sub conscious mind. According to Gabe Zimmermann who is a social worker who work for the developing a tolerance in society towards the rules which many neglect but these rules are for in their own wellbeing.

> "Games are the only known source in the universe that can get people to actions against their self-interest, in a predictable way without using force" [5].

Another saying by Walt Disney who is the founder of The Walt Disney company which is the most reputed company in field of animation state that the animation is the most effective way to explain something to human's mind:

> "Animation can explain whatever the mind of man can conceive. This facility makes it the most versatile and explicit means of communication yet devised for quick mass appreciation" [5].

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