FINAL YEAR PROJECT REPORT

TECHY TENNIS

In fulfillment of the requirement
For degree of
BSE (SOFTWARE ENGINEERING)

By

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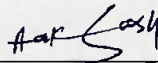# Karachi Campus
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Abstract

The future for the gaming is vast as the competitors in the market are few in number. The main goal of this project is that games are developed to provide entertainment, and reduce stress. However, people are expecting more to prevent there state of boredom with new technologies.

Microsoft's Natal project uses no joystick or remotes as controls; they use object tracking to control the games. 3G wireless technologies enable the gamers to take their games to the next level of entertainment.

This game provides augmented reality and works using object tracking by recognizing with camera. This is

What makes this game unique because this doesn't need any expensive device like "Kinect". People will experience this kind of game for the first time with less cost and with augmented reality.

Our project will provide an environment that was not easier than this before to experience with less cost and for all class of people. This provides user new experience that will use object tracking. Using expensive recognition device like 'Kinect' may make people think of not to buying it because of its price. But our game uses camera that recognizes object tracking and performs pre-defined functionalities accordingly.

Keywords: Technologies, Joystick, Object tracking, Augmented Reality, Kinect, Techy Tennis, 3G Wireless Technologies

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