

THESIS REPORT
ON
GAMING ZONE (ARCADE GAMING),
NOIDA
A THESIS SUBMITTED IN PARTIAL
FULFILLMENT OF THE
REQUIREMENT FOR THE DEGREE OF:
BACHELOR OF INTERIOR DESIGN
BY
(HARSH SHARMA)
(ROLL NO. 1190107009)

THESIS GUIDE
(AR. SATYAM
SRIVASTAVA)

SESSION 2022-23



TO THE
SCHOOL OF ARCHITECTURE
AND PLANNING
BABU BANARASI DAS
UNIVERSITY LUCKNOW.

**SCHOOL OF ARCHITECTURE AND PLANNING
BABU BANARASI DAS UNIVERSITY, LUCKNOW (U.P.).**

CERTIFICATE

I here by recommend that the thesis entitled **“INTERIOR OF GAMING ZONE(ARCADE GAMING), NOIDA** prepared by **Mr. HARSH SHARMA** Roll NO. **1190107009** under my supervision, is the bonafide work of the student and can be accepted as a partial fulfillment of the requirement for the degree of Bachelor’s Degree in Interior Design, School of Architecture BBDU, Lucknow.

THESIS GUIDE

AR. SATYAM
SRIVASTAVA

THESIS CO-ORDINATOR

AR.VERSHA VERMA
AR. SHAILESH K. YADAV

Prof. Mohit
Kumar Agarwal

Dean of Department

Prof. Sangeeta
Sharma

Head of Department

Recommendation

Accepted Not
Accepted

External Examiner

External Examiner

BABU BANARASI DAS UNIVERSITY, LUCKNOW

Certificate of thesis submission for evaluation

1. Name : HARSH SHARMA

2. Roll No. : 1190107009

3. Thesis title: INTERIOR OF GAMING ZONE(ARCADE GAMING), NOIDA

4. Degree for which the thesis is submitted: BACHELOR OF INTERIOR DESIGN

5. Faculty of the University to which the thesis is submitted. Yes / No

6. Thesis Preparation Guide was referred to for preparing the thesis. Yes / No

7. Specifications regarding thesis format have been closely followed. Yes / No

8. The contents of the thesis have been organized based on the guidelines. Yes / No

9. The thesis has been prepared without resorting to plagiarism. Yes / No

10. All sources used have been cited appropriately. Yes / No

11. The thesis has not been submitted elsewhere for a degree. Yes / No

12. Submitted 4 spiral bound copies plus one CD. Yes / No

.....
(Signature(s) of the
supervisor)
Name:

.....
(Signature of the Candidate)
Name:
Roll No.:

ACKNOWLEDGEMENT

The journey which started 4 years ago has culminated....as I step into the world a series of people flash in my memory.

To start with. First and foremost gratitude towards almighty GOD for his blessings. Then I would like to thank all my faculty members who have supported and guided me all these memorable 4 years.

I would like to thank my thesis guide **AR. SATYAM SIRVASTAVA** who guided me through active participation in discussions and gave her kind attention throughout the process.

My sincere thanks to Thesis coordinator **AR. VARSHA VERMA, AR. SHAILESH K. YADAV** for his cooperation and understanding at every stage of the study, which gave my study a new direction and made it more meaningful.

I would further like to show my gratitude to my parents, for their forever support and blessings. Their motivation and support helped me to be more dedicated and inclined towards my goal.

Above all, thanks to my friends for their sincere help throughout, without which this report would not have been in its present shape.

I have put in my best of efforts and worked day and night to make this project a success and hope u too will appreciate my endeavor.

I am also thankful to the persons concerned to my studies for their cooperation and devoting their valuable time for discussing with me.

THANKING YOU

HARSH SHARMA

ROLL NO. : 1190107009

B.B.D. UNIVERSITY, LUCKNOW

CONTENT

1. SYNOPSIS
2. SITE ANALYSIS
3. LITERATURE STUDY
4. CASE STUDY
5. CONCEPT
6. DRAWINGS DEVELOPMENT
7. ELECTIVES

SYNOPSIS

INTRODUCTION

- There are many ways human can entertain them selves Movie, Sports, Games etc. Many people love playing games there was a time when the games were physically played but these days after the introduction of gaming zones and gaming hub in public areas like malls for entertainment purpose.
- This project was my personal choice these days the 2D games are not much famous.
- The growth of Gaming is becoming bigger day by day in India.

HISTORY AND BACKGROUND

- The first Timezone arcade opened in 1978 in Perth, Western Australia, by Leisure & Allied Industries(now LAI Games). Timezone claims that it is the first family-oriented amusement centers of that time, and said that its family emphasis is the key focus of their brand.
- In 1995, Timezone started their ventures outside Australia.

NEED OF THE TOPIC

- Now a days gaming also becoming the heights.
- I choose this project because this time youth desire to play games and that kind of area also called fun zone.
- I also interested to play animated and fun type games.



AIM AND OBJECTIVES

- These Game is Created to have FUN in your spare time.
- If u want to relax.
- Entertainment
- Social interaction.

PURPOSE

- • Playing video game fulfills a purpose in their lives.
- • This could include gaming for:
 - Stress Relaxation
 - Opportunities to exert control
 - Enjoyment creativity
 - Socialization
 - Prevent boredom
 - Challenge
 - Achievements

To create a new attraction for public.

METHODOLOGY

1. Preliminary stage:

- Collection of data and information relevant to the project.
- References from library and Internet.
- Visit proposed site Assited analysis
- Site parameters/ field visits and study
- Assessment of locally available construction materials.
- Climatic analysis
- Traffic flow analysis

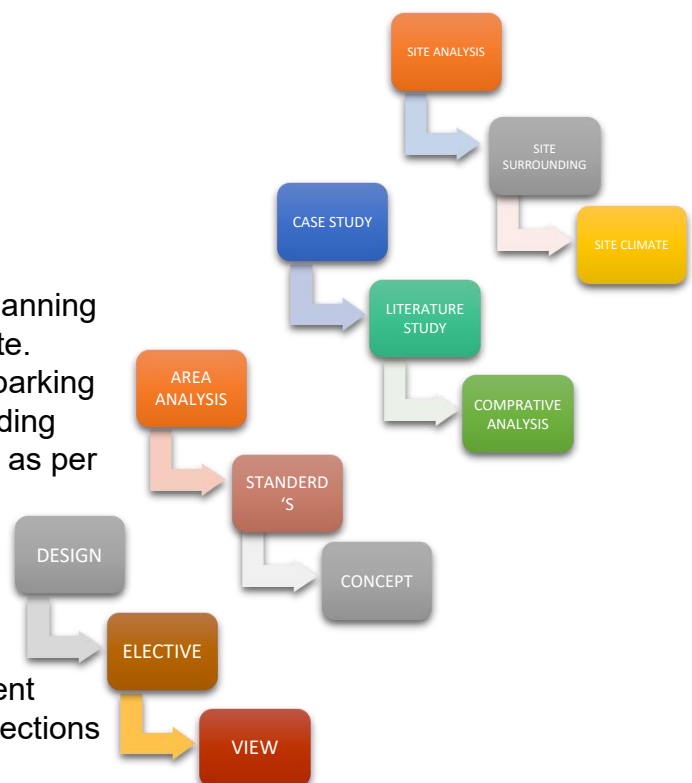
2. Secondary stage:

(a)Planning

- Development of master planning
- Conceptual planning of site.
- Traffic management and parking
- Conceptual design of building
- General layout of building as per requirements

(b)Building

- General layout/arrangement
- Interior plans/elevations/sections
- 3d views/model.



➤ **CONCLUSION**

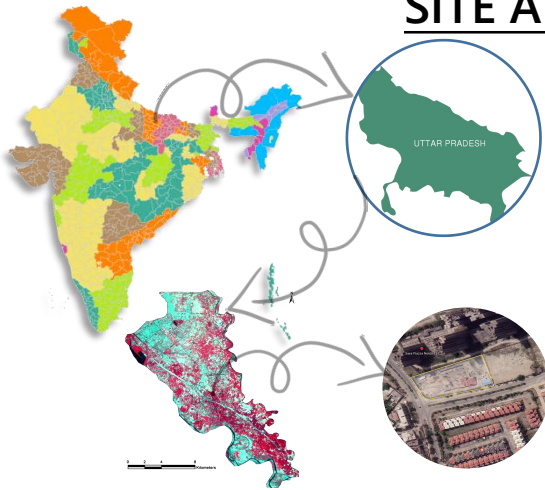
- Future Scope
- Gaming zones have the potential to increase productivity.
- The study looked at how playing offline games affect people's mental and physical health, as well as their productivity.
- Playing games has been shown to reduce stress levels, leading to better mental health. There are games for everyone to relieve stress.

➤ **CASE STUDY**

- funtura gaming zone (lulu mall)
- DLF Mall Noida

SITE ANALYSIS

SITE ANALYSIS



LOCATION OF THE SITE :
ALPHA ONE, C1/L, SEC-131,
JAYPEE WISHTOWN, NOIDA(U.P.)

TOTAL AREA - 790 SQM

LATITUDE- 28°30'53.1"N

LONGITUDE- 77°21'52.3"E

ABOUT

- Noida is a planned city in India's northern state of Uttar Pradesh. The riverside Okhla Bird Sanctuary is home to migratory and native birds, plus jackals and butterflies. Plants at the Botanic Garden of Indian Republic include water lilies and cacti. The ISKCON Noida temple has a diorama depicting the life of Lord Krishna. Southwest of Noida, Surajkund lake is a 10th-century reservoir with the ruins of a sun temple.

APPROACH & SURROUNDING

- Bus Stand Rd, West Rajiv Nagar, Sector 12, Gurugram, Haryana 122022 (50.7 KM FROM SITE)
- Noida International Airport ,Uttar Pradesh (20313560.1 KM FROM SITE)
- New Delhi Railway Station,, Ajmeri Gate, NewDelhi,110006 (28.6 KM FROM SITE)

Programme

- The gaming experience zone where you can physically play and enjoy the game.

Process -

- To play the game of Team deathmatch arena training where you are left into the room with unlimited ammo and your teammates. Strategies, team work, co-ordination, communication, and you have to prove why you have the best squad.

ARCHITECTURAL STYLE

- Neighbourhood planned societies.
- High rise buildings.
- Modern planning adopted.
- Huge infrastructure.
- Proper landscaping.

MATERIAL

- Glazing used on the facades of building.
- Pink sand stone used for exterior cladding.
- Rcc framed structure.
- Exposed brick work could all be seen on some institutional buildings.

SOIL CONSIDERATION

- The soil type is sand loam and clay due to its proximity of the river Yamuna.
- Safe bearing capacity of the soil is 150kn/m²

AREA

- Area of the site= 790 SQM
- Site topography= no levels
- Latitude= 28°30'53.1"N
- Longitude= 77°21'52.3"E

SESMIC ZONE

- Earthquake - prone areas of the country have been identified on the basis of scientific inputs re- lasting to seismicity.
- Noida lies in the zone 4 of the seismic zones in India.
- Zone v is seismically the most active region.
- While zone ii is the least.



NOIDA



VERY HIGH RISK ZONE-V



HIGH RISK ZONE-IV



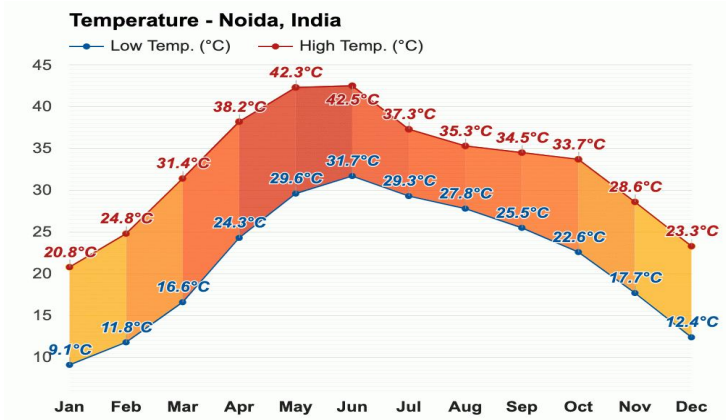
MORDERATE RISK ZONE-III



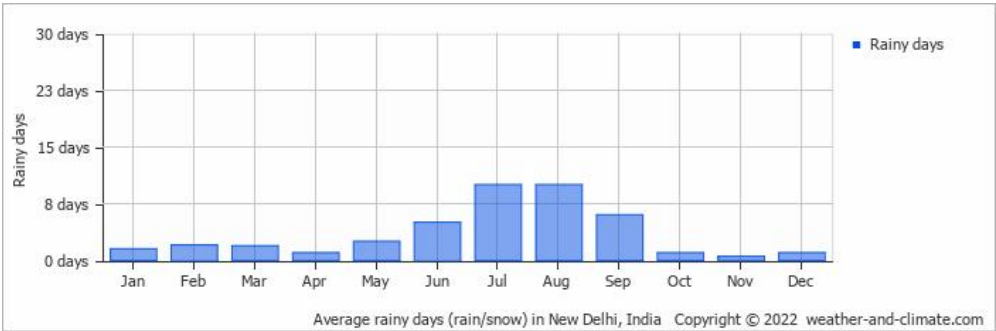
LOW RISK ZONE-II

CLIMATIC FEATURES

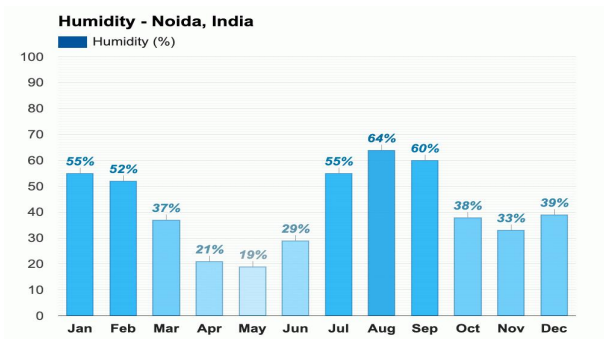
- **Summer (March to June)**
 - max.- 48 °C
 - min.- 30 °C.
- **Monsoon (mid-June to mid-September).**
 - 65.71 millimeters (2.59 inches)
- **WINTER (October-March)**
 - min.- 22°C
 - max.- -5°C-7°C



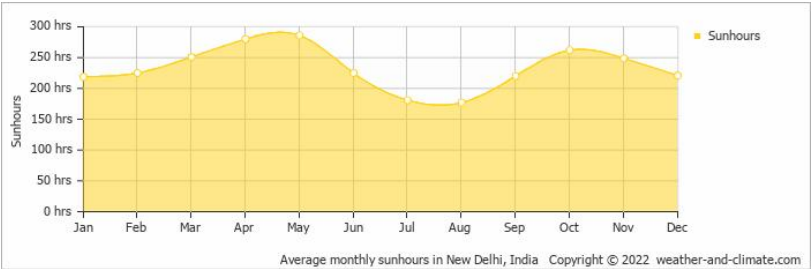
AVERAGE MIN AND MAX TEMPRATURES IN NOIDA, INDIA



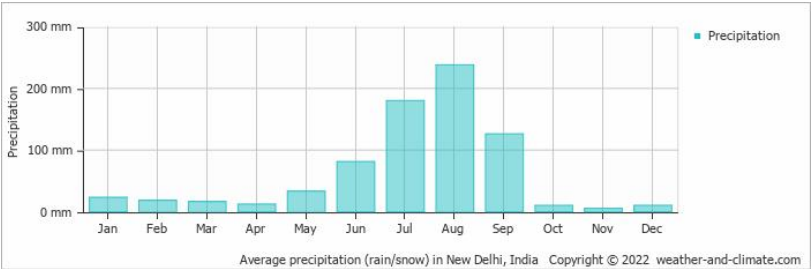
AVERAGE RAINY DAYS IN NOIDA, INDIA



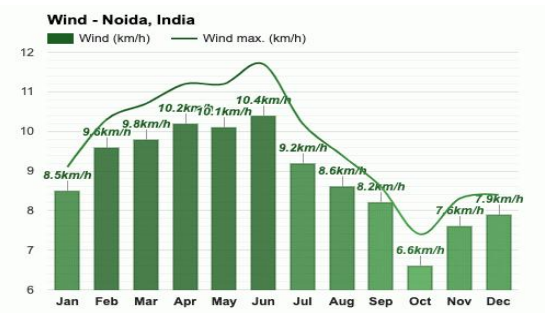
AVERAGE HUMIDITY IN NOIDA, INDIA



AVERAGE MONTHLY SUN HOURS IN NOIDA, INDIA



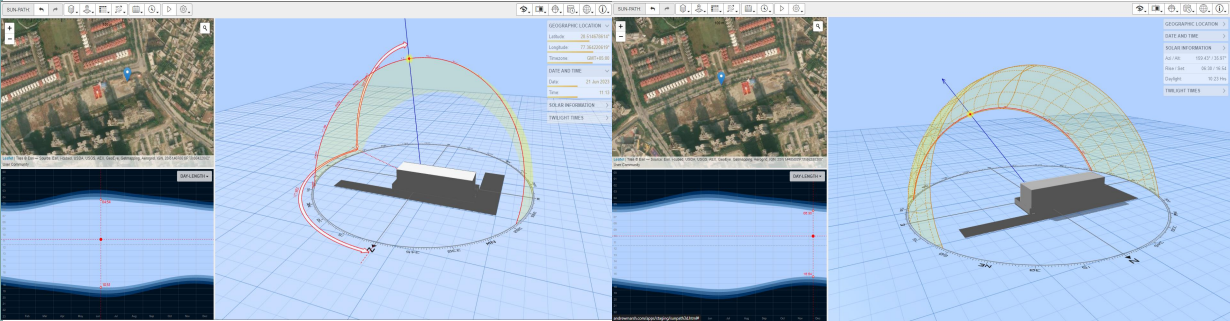
AVERAGE PRECIPITATION IN NOIDA, INDIA



AVERAGE WIND SPEED IN NOIDA, INDIA

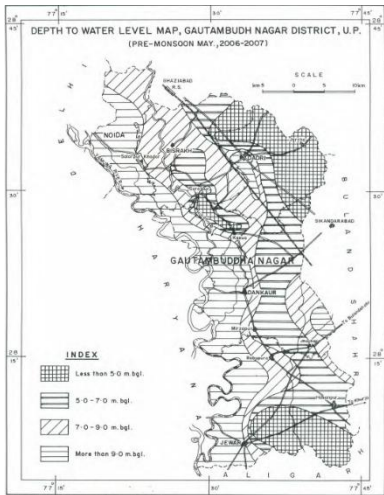
SUN PATH IN SUMMER

SUN PATH IN WINTER

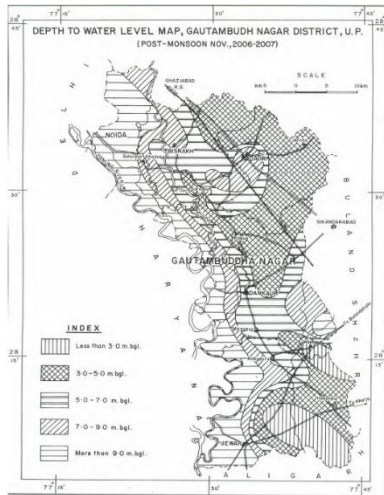


WATER LEVEL

The ground water table is 3.35 to 14.40mbgl in pre monsoon and 2.0 to 13.35 mbgl in post monsoon



PRE MONSOON



POST MONSOON

WATER SUPPLY

The water is supplied in the existing location from the o.H.T (over head tank), which is nearly placed 500mt, away from the site. The capacity of tank is 2000kl.



ELECTRIC SUPPLY

The power supply system for existing location is installed around the site boundary. All electric supply wire are goes on pole around the site. Street lamp is also there.



SEWER LINE

Drains running adjacent to the site boundary. Noida has 2 sewage treatment plants, (stp) and one oxidation pond.



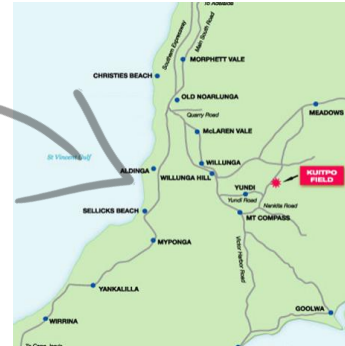
LITERATURE STUDY

1

LITERATURE STUDY -

Paintball Park

Address: 59 Womma Rd, Edinburgh North SA 5113, Australia



WHAT IS PAINTBALL?

Paintball is an exciting, fun and safe outdoor activity and is one of the fastest growing sports in the world. It's a great way to get outside and do something different and exhilarating with your friends or workmates. It involves eliminating the opposition by shooting them with paintball pellets.

ABOUT

- The Paintball Sports team of professionals assures a safe, fun filled, and well organised day.
- Our standards of safety, equipment, and facilities are unmatched.
- With 114 acres of challenging natural bush terrain you won't be disappointed.

HOW MUCH DOES IT COST?

We have 3 packages:

- **Sniper Pack** – 100 Paintballs - \$30 per head
- **Rambo Pack** – 400 Paintballs - \$70 per head
- **Terminator Pack** – 700 Paintballs - \$125 per head
- Extra paintballs can be purchased with any pack for \$20 per 100

ORGANISERS INFORMATION:

Bookings are essential

- We operate seven days a week
- It is essential to arrive on time.
- We suggest car pooling or bus transport to assist everyone arriving on time (see below)
- Minimum age 12

DRESS CODE

- loose fitting clothing or jeans.
- t-shirt and outdoor shoes with good ankle support.
- All footwear must be enclosed.
- Full camouflage overalls are provided.



WHAT IS THE MINIMUM GROUP SIZE?

We have a minimum group size of 10; however we can combine smaller groups of a compatible age. Small Group Join-up.

WHAT ABOUT RAIN OR HOT WEATHER?

As each of our playing fields has roofed safe areas that provide shade and protection from the rain, we can operate rain hail or shine. The Fleurieu Peninsula enjoys a cooler summer climate than Adelaide.

LANDMARKES

COLLEGE -

St Patrick's Technical College, 2-6 Hooke Rd, Edinburgh North SA 5113, Australia

1.9 KM FROM SITE

HOSPITAL -

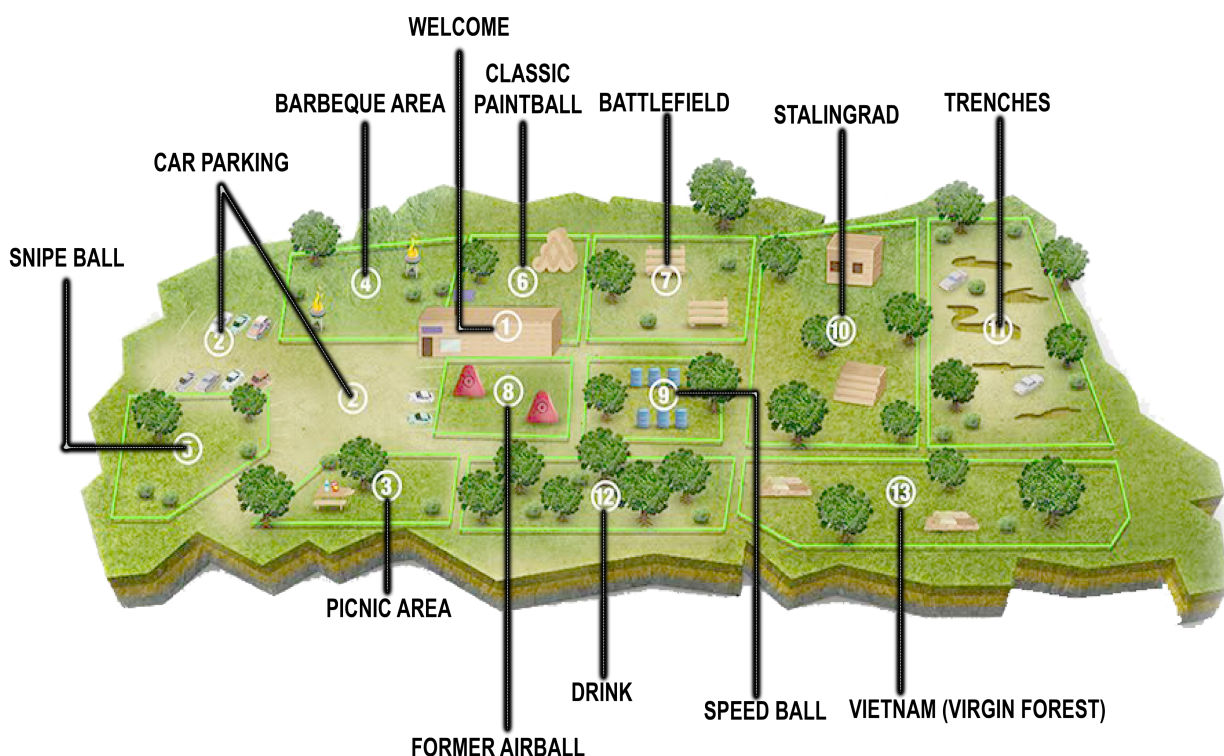
Lyell McEwin Hospital, Haydown Rd, Elizabeth Vale SA 5112, Australia
6.0 KM FROM SITE

SCHOOL -

Elizabeth North Primary School & Preschool, 141 Woodford Rd, Elizabeth North SA 5113, Australia
650 M FROM SITE

PAINTBALLS NO. OF USE

This is entirely up to the individual. Most people use around 300 - 700 paintballs, so allow \$70-\$140 for an awesome day out



1 WELCOME

3 PICNIC AREA - A tract of land set aside for picnicking.

5 SNIPE BALL - It's a ball that, after hitting a wall, heads toward the nearest brick and damages it.

7 BATTLE FIELD - This will allow players on PC, Xbox, and PlayStation a few days to play the game entirely for free.

9 SPEED BALL - A fast-paced sport that combines many aspects of other sports.

8 FORMER AIRBALL - A shot that misses the backboard, rim and net entirely.

10 STALINGRAD - The Battle of Stalingrad appears as the center of the level in the Russian Campaign Demolition, Repairing the Wire, The Pipeline, Downtown Assault, City Hall, and Comrade Sniper.

2 CAR PARKING

4 BARBIQUE AREA - An area set aside within a Park for people to sit, picnic and/or barbecue.

6 CLASSIC PAINTBALL - Paintball is a game that originated in America in the early eighties which involves teams or individual players competing against each to eliminate other players by hitting them with paint-filled pellets fired from a compressed gas powered gun, otherwise known as a marker, and complete game objectives.

12 DRINK - We do not allow players to mix alcohol and paintball for safety reasons so alcohol is not allowed on site.

13 VIETNAM (VIRGIN FOREST) - A forest in its natural state, before it has been explored or exploited by humans.

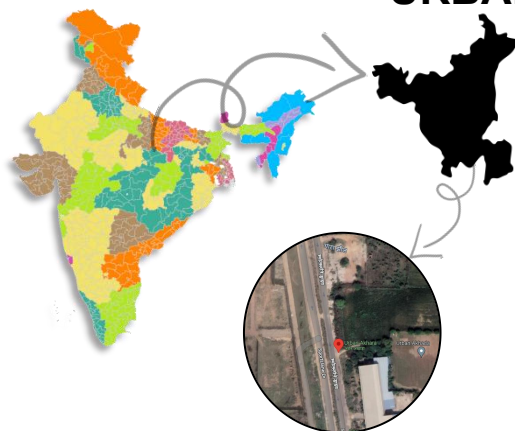
11 TRENCHES - Trenches provided relative protection against increasingly lethal weaponry.

case
STUDY

1

CASE STUDY - 1

URBAN AKHARA



Address-

Urban Akhara

Sector 62, Gurgaon

Nearest metro station - Noida Electronic City

ABOUT

It is well situated. Any outdoor event under a starry sky enhances your experience by adding a refreshing breeze. This magnificent location welcomes guests of all ages and is ideal for special family vacations.

Urban Akhara

"From Boot Camp Fitness Classes, Corporate Sports Events, Team Building Activities, Family outings, Birthday Parties, Fit Camp for Kids, to Military Obstacle Course {20+ Hurdles}, Urban Akhara is a multi-faceted ground where Adventure, Sports and Fitness are amalgamated beautifully. This splendid venue caters to people of all age groups and is perfect for memorable family outings.

Ambience

Spread across 4 acres of land, the place has got very positive vibes which will energise both your body and mind. It's a paradise for nature lovers and truly an ideal location for adventures. Proper hygiene is maintained along with ample seating spaces. Any open-air function under the starry sky makes your experience more magical with the cool breeze blowing around.

HISTORY

- **2016**
 - He participated in Haryana Fitness to experience an obstacle race course and test his fitness levels, this inspired him to build such a course which people can also experience.
- **2017**
 - Fortunately, he and his partners Mr. Tijo Job and Mr. Pulkit Nehra visions aligned and they started to build their dream project.

- **2022**
 - They launched URBAN AKHARA with a new ZEAL, we are now a much bigger and better Adventure and Sports Park in the heart of Gurgaon.
- **2018**
 - They launched “Urban Akhara” and became Gurgaon’s First-Ever Open Air Adventure and Sports Park. From bringing people to work out in nature to curating one-of-a-kind corporate team outing and sporty birthday experiences.
- **2020**
 - Successfully partnered with 100+ Corporate and 500+ Sporty birthday parties.

LANDMARKES

COLLEGE -

Sushant University, Golf Course Rd, Huda, Sushant Lok 2, Sector 55, Gurugram, Haryana 122003
5.4 KM FROM SITE

HOSPITAL -

Indira Gandhi Eye Hospital, Gurugram, Sector 62, Gurugram, Haryana 1221026.0 3.7 KM FROM SITE

SCHOOL -

Shalom Presidency School, C39W+MXQ, Golf Course Ext Rd, Shushant Lok 2, Sushant Lok 2, Sector 56, Gurugram, Haryana 122011
3.7 KMFROM SITE

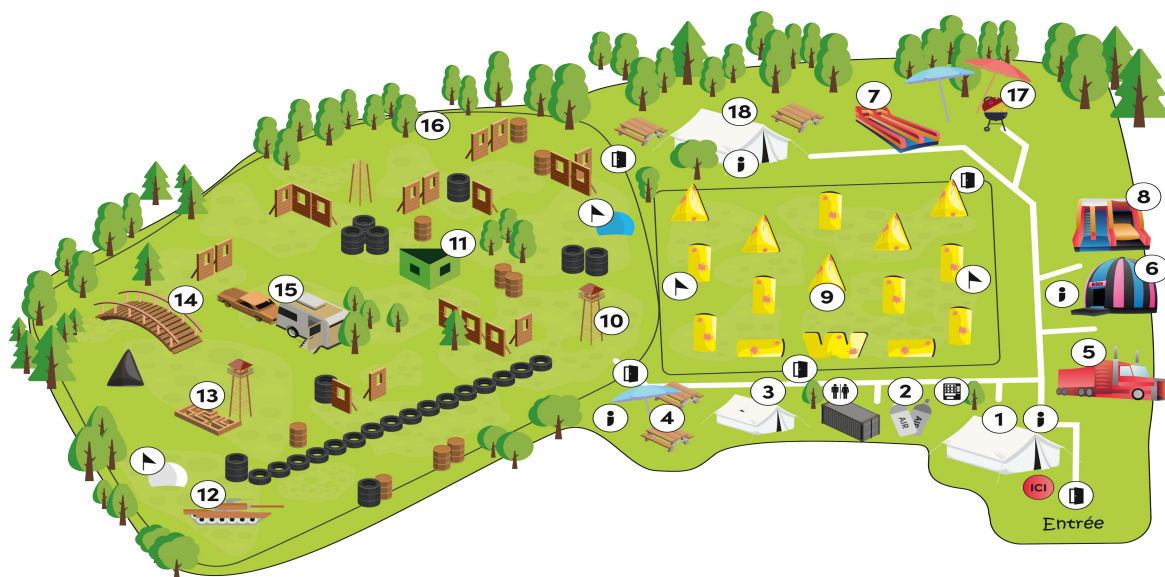


APPROACH

- Gurgaon Rajiv Chowk is 113 kilometres away from Urban Akhara.
- 14 km from Sheetla Mata Mandir.
- 12 kilometres from Aravalli Biodiversity Park.
- Bricks Cafe is 5.8 km from here.

FUNCTION

There is a signature Military Obstacle Courses marriage hall, including many things like climbing tyre walls, spider webs and high rope climbs, the venue aims for you to experience and enjoy the real fun in the laptop of nature amidst trees and never ending greenery. One of the best wedding venues.



1. **ENTRY POINT** - Starting point

2. **AIR FILLING** - CO2 and compressed air (HPA) are high-pressure gases that are required to power paintball guns. When CO2 is stored in a CO2 bottle, it is in liquid form. Letting only a little CO2 out of the bottle at a time allows for just gas to come out. This gas is what's used to fire the paintball marker or paintball gun.

3. **EVENT AREA** - The venue for an event or activity is the place where it will happen.

4. **SHADED AREA** - Umbrellas are one of the fastest ways you can add shade to your outdoor living areas, so if you have a social gathering that is just days – or hours — away and you need more shade, umbrellas may be your best option.

5. **FOOD TRUCK** - A food truck is a large motorized vehicle (such as a van) or trailer, equipped to cook, prepare, serve, and/or sell food.

6. **FUN DISCO** - A fun way to honor the genre and the style, decorations, and dance that went along with the music.

7. **FUN ELASTIC** - Inflatable or bouncing slides are temporarily made inflatable structures that are designed for recreational activities, especially for children.

- 8. **FUN JUMP** - A piece of equipment for jumping up and down on, made of a piece of strong material fixed to a metal frame by springs.
- 9. **TRAINING PARK** - A facility providing the education, tuition and training for the purpose of specialist registration, and recognised or approved for such purpose by the registering authority.
- 10, 13. **WATCH TOWER** - A tower built to create an elevated observation point.
- 11. **GREEN TRIANGLE** - This room provide three side view to watch in some direction.
- 12. **THERMAL TANK** - This tank for some hidden place in behind.
- 14. **BRIDGE** - The purpose of a bridge is to allow people or cargo easy passage over an obstacle by providing a route
- 15. **CARAVAN** - Srap caravan used for hidden place.
- 16. **ZIP LINE** - A zipline also referred to as zip line, sypline, zip wire, aerial ropeslide, flying fox, etc.
- 17. **BARBEQUE** - A zipline also referred to as zip line, sypline, zip wire, aerial ropeslide, flying fox, etc.
- 18. **EVENT AREA**
- 19. **PICNIC AREA**

Concept

CONCEPT

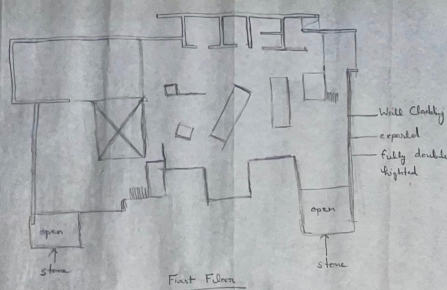
ARCADE GAMING

PUBG

Pubg Game

PubG was developed and marketed by a small Korean company called "Bluehole" (Dagdee & Philip, 2019).

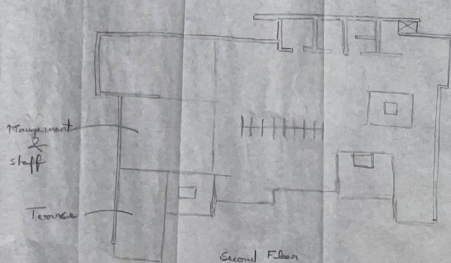
Battlegrounds (previously known as PlayerUnknown's Battlegrounds) is a battle royale game developed by PUBG Studios and published by Krafton. The game, which was inspired by the Japanese film Battle Royale (2000), is based on previous mods created by Brendan "PlayerUnknown" Greene for other games, and expanded into a standalone game under Greene's creative direction. It is the first game in the PUBG Universe series.



Age Group:- above 10 year

Basically:- the site is divided into 3 parts.

The ground floor will be a cafe + writing + changing area and a reception.



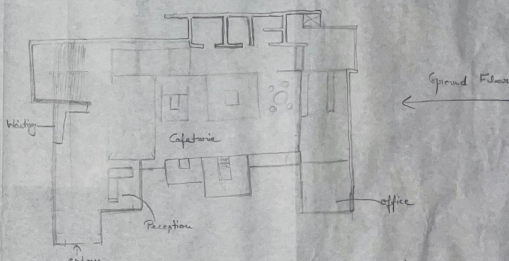
Activity Detail

It is a unit in which the user will physically play the most popular game for the present generation PUBG.

It is the gaming centre where the gamers usually come to visit.

The time span will be 45 min. to play to 15 min. break.

Around 20 people will be playing together where they will be divided into teams.

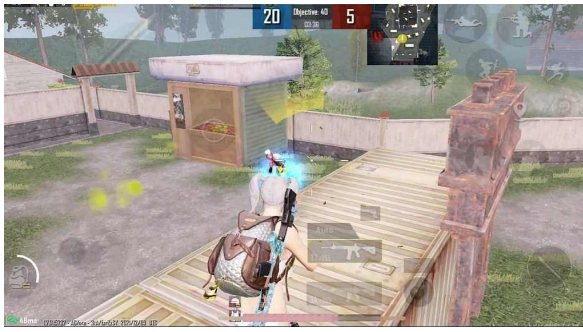


The other two floors will be the gaming centre.

Material for Gaming area on the floor, first and ground floor.

- wooden flooring
- artificial clay grass
- stone flooring
- brick work wall, wall cladding
- exposed structure
- wooden partition
- wooden claps
- water tank

HARSH SHARMA
BID 412 YEAR, 18
CONCEPT



Activity Detail

- It is a unit where the use will physical play the most popular game for the present generation PUBG.
- It is the gaming where the gamer usually come to life
- The time span will be 45 min to play to 15 min break
- Around 20 people will be playing together where the they will be divided into teams

Proximity

- The first floor divided into 3 parts
- The first floor will be a wash area + changing room and gaming area

Material for arera on two floor, first and second floor.

- Wooden flooring
- Articial long grass
- Stone flooring
- Brick work wall
- Exposed ceiling
- Wooden partition
- Wooden logs

Storage-

Changing Room

S1

- Storage to keep the clothes and other accessories
- Dimension storage box - 2640 x 860 x 900
- Purpose of storage -Metal storage with partions in to keep clothes, shoes, helmets, guns.

S2

- Accessories
- Dimension storage box - 3000 x 4000 x 2500
- Purpose of storage - plywood storage with wooden hangers to hang the guns as a display to the storage.

S3

- Accessories
- Dimension storage box - 2000 x 400 x 2500
- Purpose of storage - plywood storage with wooden hangers to hang the guns as a display to the storage.

S4

- Accessories
- Dimension storage box - 3000 x 600 x 1800
- Purpose of storage
- Metal storage with wooden gate

**Gaming zone****M1**

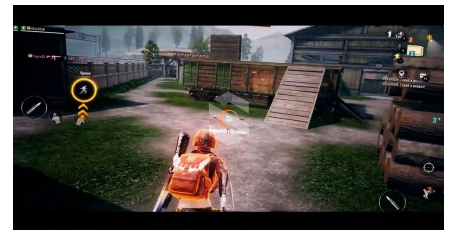
- Mezzanine floor
- Dimension - 2600 x 2800 x 1400
- material - Wooden top mezzanine with metal structure

**M2**

- Mezzanine floor
- Dimension -1200 x 1200 x 1000
- material - Wooden top mezzanine with metal structure

**M3**

- Mezzanine floor
- Dimension -3000 x 1000 x 2500
- material - Wooden top mezzanine with metal structure

**M4**

- Mezzanine floor
- Dimension -3000 x 150 x 2500
- material - Wooden top mezzanine with metal structure



M5

- Mezzanine floor
- Dimension -8500 x 3000
- material - Wooden top mezzanine with metal structure



- **Chair**
- **C1**

- Terrace floor
- Dimension - 450 x 480 x 700
- material - bent ply sea with metal frame wooden planks table with mellemine polish to top with 30 x 30 mm Ms box section as frame structure.



- **Table**
- **T1**

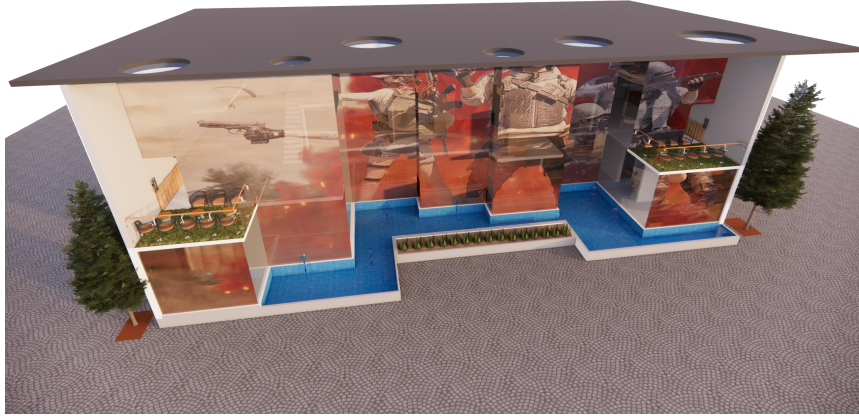
- Terrace floor
- Dimension - 450 x 480 x 700
- material - structure wooden planks table with mellemine polish to top of the table.



- **Flooring**
- **First floor**

- Mezzanine floor- Wooden flooring
- Gaming- Rubber tiles
- Terrace floor- Artificial long grass





ABOUT GLASS FACADE

Glass wrapping the exterior of the building is a glass façade. These building façades are regularly used in modern-day building designs due to their simplicity and the length and breadth of design applications. These building façades add glamour and enhance the style quotient of the whole building.

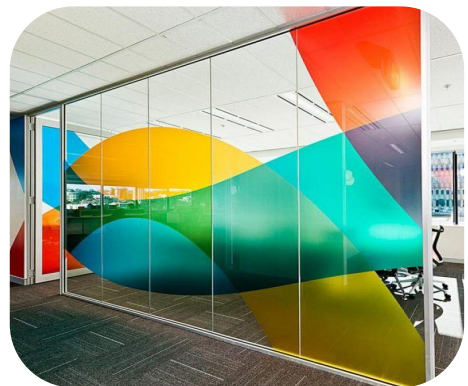
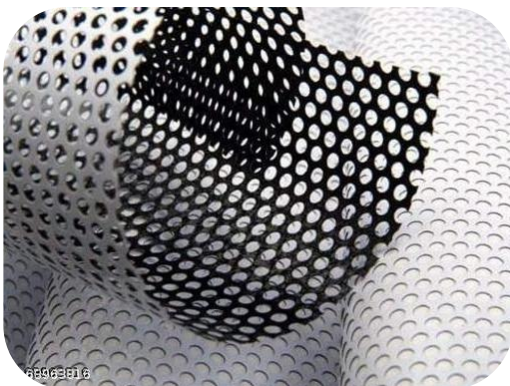


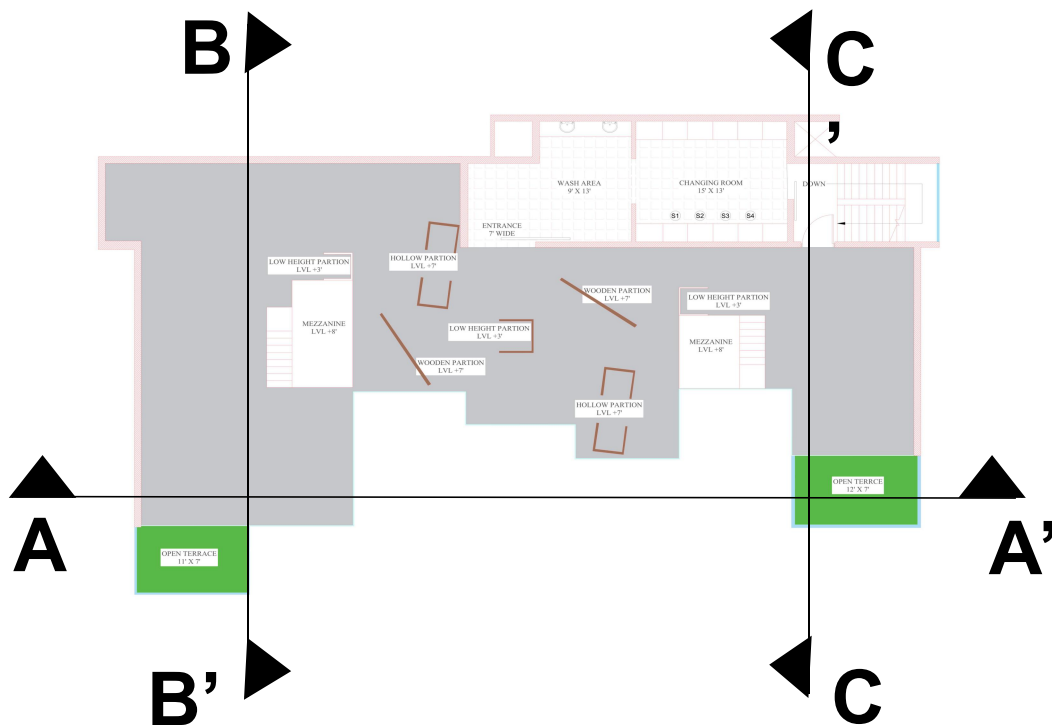
ABOUT GLASS FACADE

This building elevation had frit printing process on exterior glass facade. print related to concept of gaming zone (**PUBG**).

Outer elevation creating more attractive to building.

Pouple will be attracted by gaming zone by this type of frit printing on outer elevation.





SECTION AT BB'



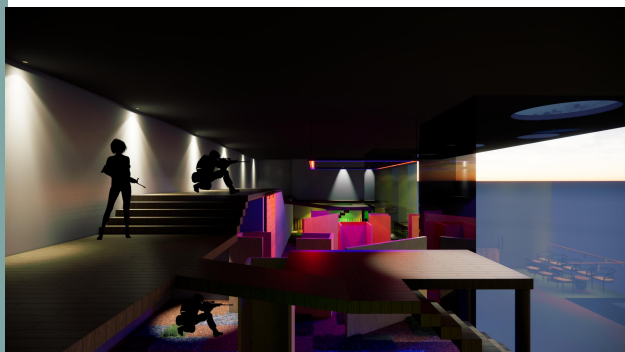
SECTION AT BB'



SECTION AT C'C'



SECTION AT AA'



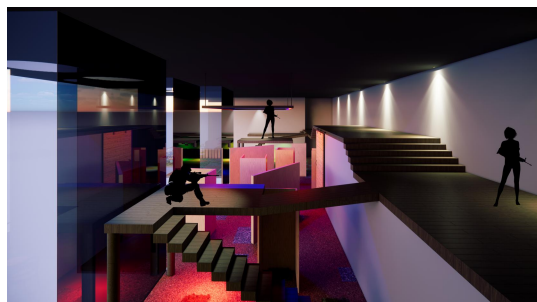
SECTION AT BB'



SECTION AT C'C



SECTION AT AA'



SECTION AT C'C

DRAWINGS
GAMING
ZONE



NOTES

1. All dimensions are in feet and inches and to read not to be measured.
2. All dimensions mentioned in the drawings need verification as per site.
3. Any discrepancy found in drawings should be brought to architect's notice before execution at site.

PROJECT: ARCADE GAMING

TYPE: PRESENTATION SHEET NO. 1

PROJECT : ROHSAN ARCADE MALL

LEGENDS

WALL	
GARDEN WALL	
WOODEN PARTION	
WATER BODY	
GLASS	

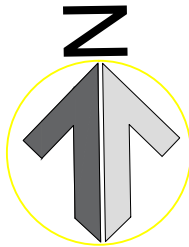
CLIENT DETAIL

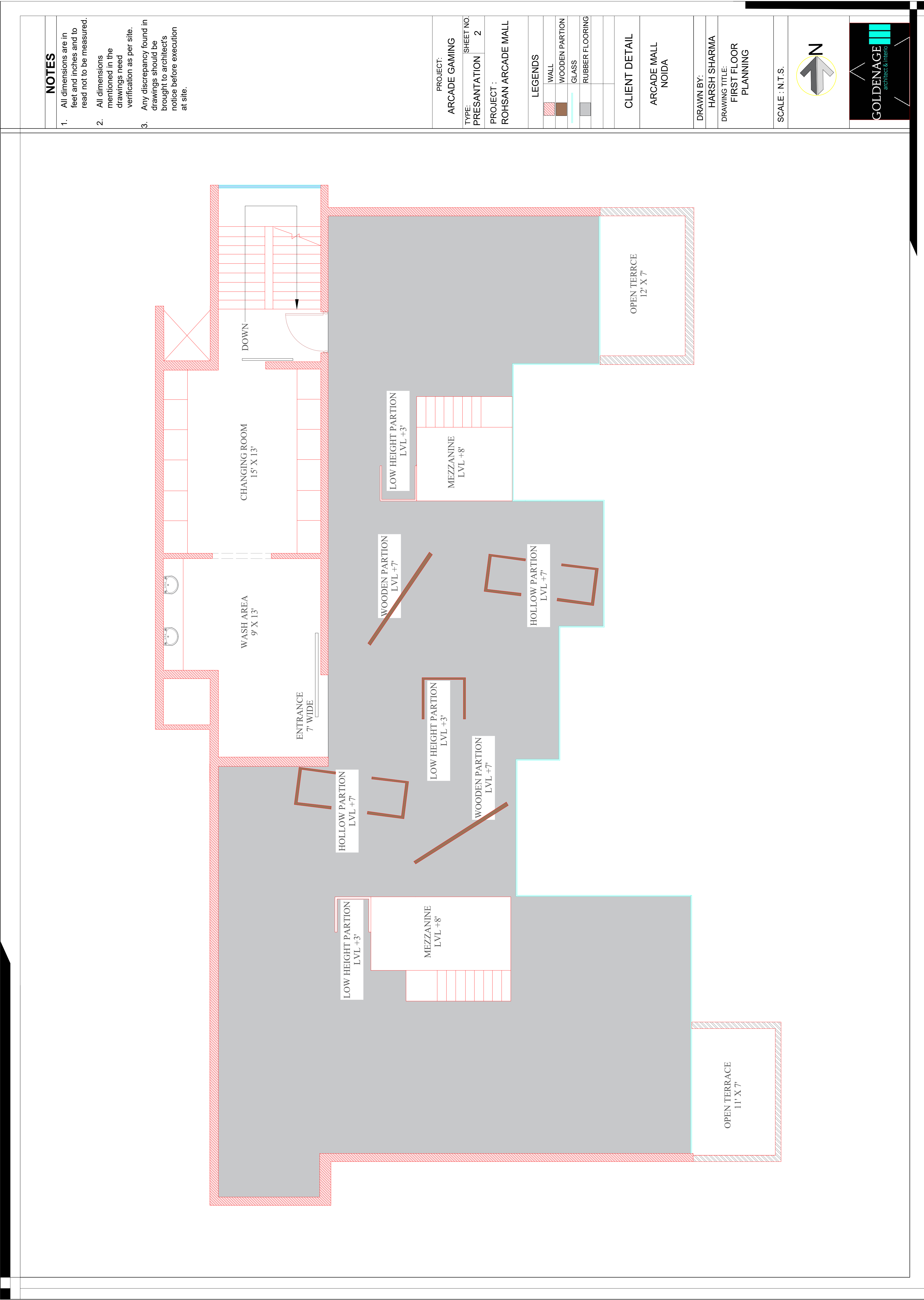
ARCADE MALL
NOIDA

DRAWN BY:
HARSH SHARMA

DRAWING TITLE:
GROUND FLOOR
PLANNING

SCALE : N.T.S.





NOTES

1. All dimensions are in feet and inches and to read not to be measured.
2. All dimensions mentioned in the drawings need verification as per site.
3. Any discrepancy found in drawings should be brought to architect's notice before execution at site.

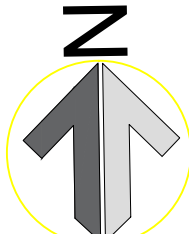
PROJECT: ARCADE GAMING
TYPE: PRESENTATION 2
SHEET NO. 2
PROJECT : ROHSAN ARCADE MALL

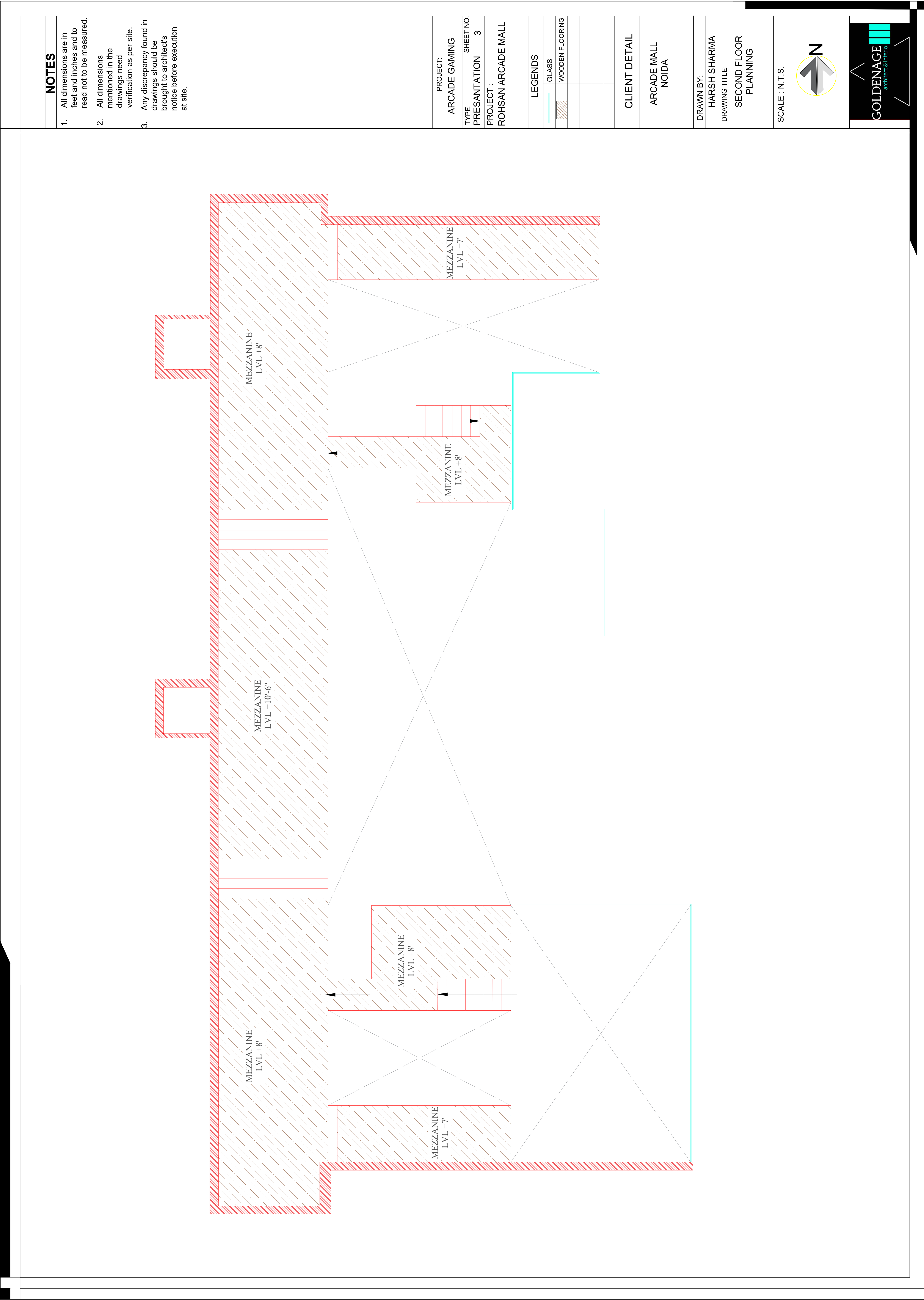
LEGENDS	
WALL	
WOODEN PARTION	
GLASS	
RUBBER FLOORING	

CLIENT DETAIL
ARCADE MALL
NOIDA

DRAWN BY: HARSH SHARMA
DRAWING TITLE: FIRST FLOOR PLANNING

SCALE : N.T.S.





NOTES

1. All dimensions are in feet and inches and to read not to be measured.
2. All dimensions mentioned in the drawings need verification as per site.
3. Any discrepancy found in drawings should be brought to architect's notice before execution at site.

PROJECT: ARCADE GAMING

TYPE: PRESENTATION	SHEET NO. 3
PROJECT : ROHSAN ARCADE MALL	

LEGENDS

<div></div>	GLASS
<div></div>	WOODEN FLOORING
<div></div>	
<div></div>	
<div></div>	
<div></div>	

CLIENT DETAIL

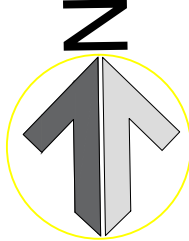
ARCADE MALL
NOIDA

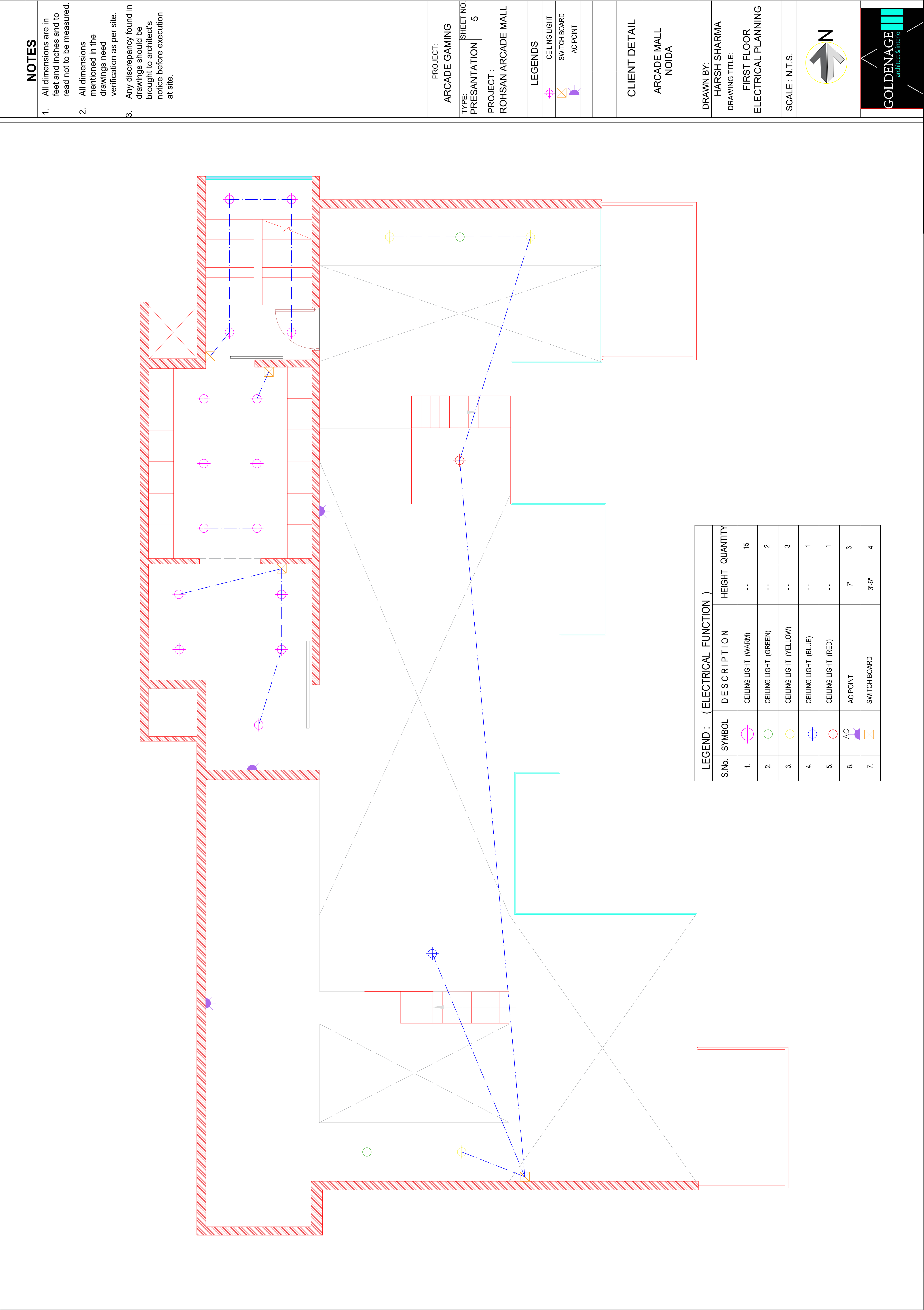
DRAWN BY:
HARSH SHARMA








DRAWING TITLE:

SECOND FLOOR
PLANNING

SCALE : N.T.S.





LEGEND : (ELECTRICAL FUNCTION)				
S.No.	SYMBOL	DESCRIPTION	HEIGHT	QUANTITY
1.		CEILING LIGHT (WARM)	--	15
2.		CEILING LIGHT (GREEN)	--	2
3.		CEILING LIGHT (YELLOW)	--	3
4.		CEILING LIGHT (BLUE)	--	1
5.		CEILING LIGHT (RED)	--	1
6.	AC 	AC POINT	7'	3
7.		SWITCH BOARD	3'-6"	4

NOTES

- All dimensions are in feet and inches and to read not to be measured.
- All dimensions mentioned in the drawings need verification as per site.
- Any discrepancy found in drawings should be brought to architect's notice before execution at site.

PROJECT:
ARCADE GAMING

TYPE: PRESENTATION

SHEET NO: 5

PROJECT :
ROHSAN ARCADE MALL

LEGENDS

CEILING LIGHT

SWITCH BOARD

AC POINT

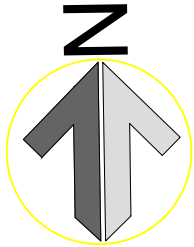
CLIENT DETAIL

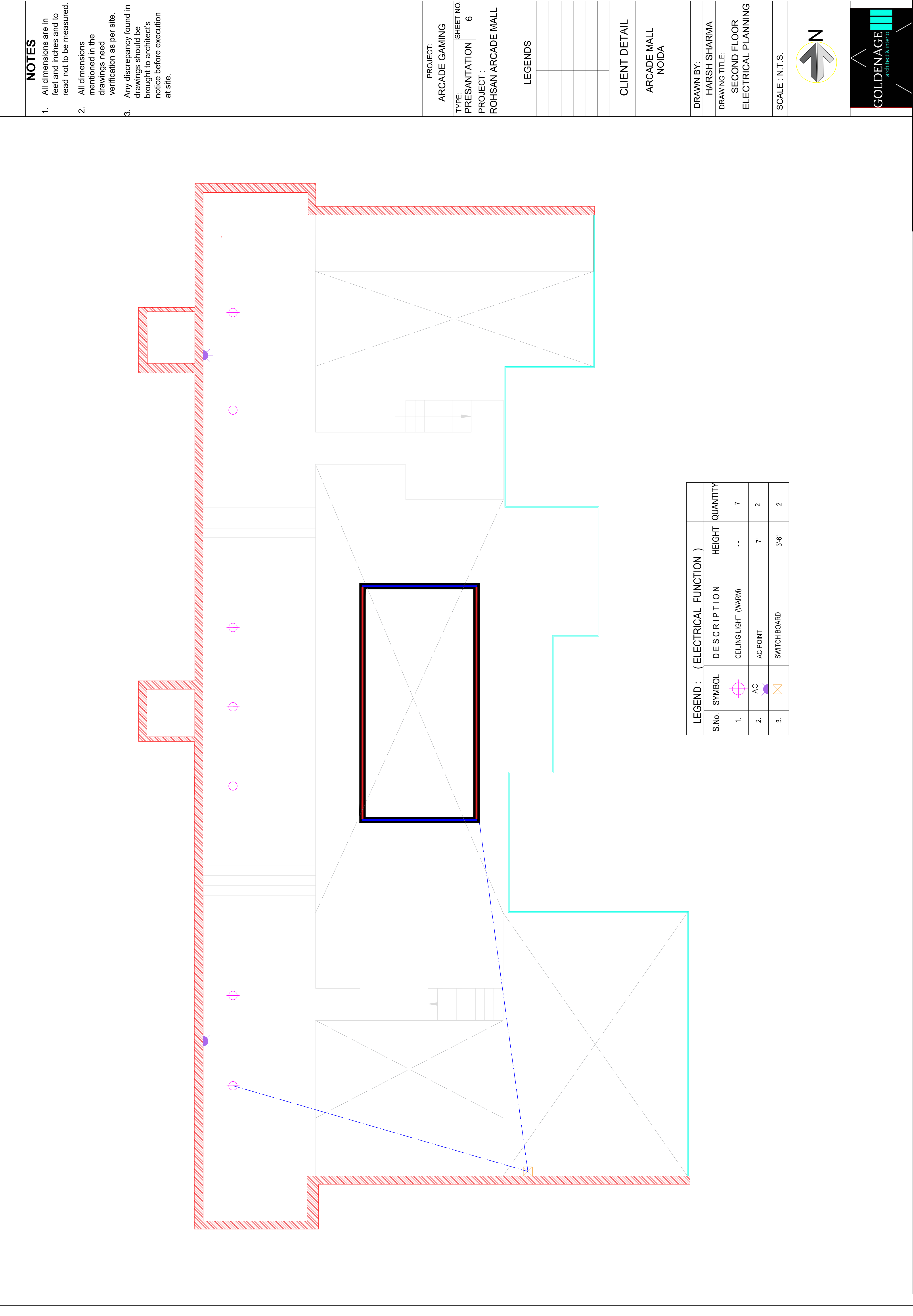
ARCADE MALL
NOIDA

DRAWN BY:
HARSH SHARMA

DRAWING TITLE:
FIRST FLOOR
ELECTRICAL PLANNING

SCALE : N.T.S.





NOTES

- All dimensions are in feet and inches and to read not to be measured.
- All dimensions mentioned in the drawings need verification as per site.
- Any discrepancy found in drawings should be brought to architect's notice before execution at site.

PROJECT: ARCADE GAMING
TYPE: PRESENTATION
SHEET NO: 6
PROJECT : ROHSAN ARCADE MALL

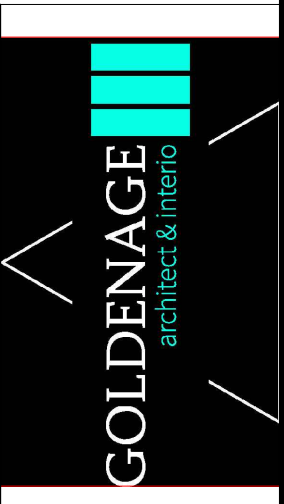
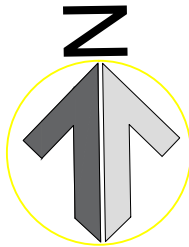
LEGENDS

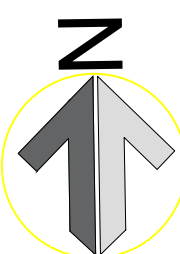

CLIENT DETAIL

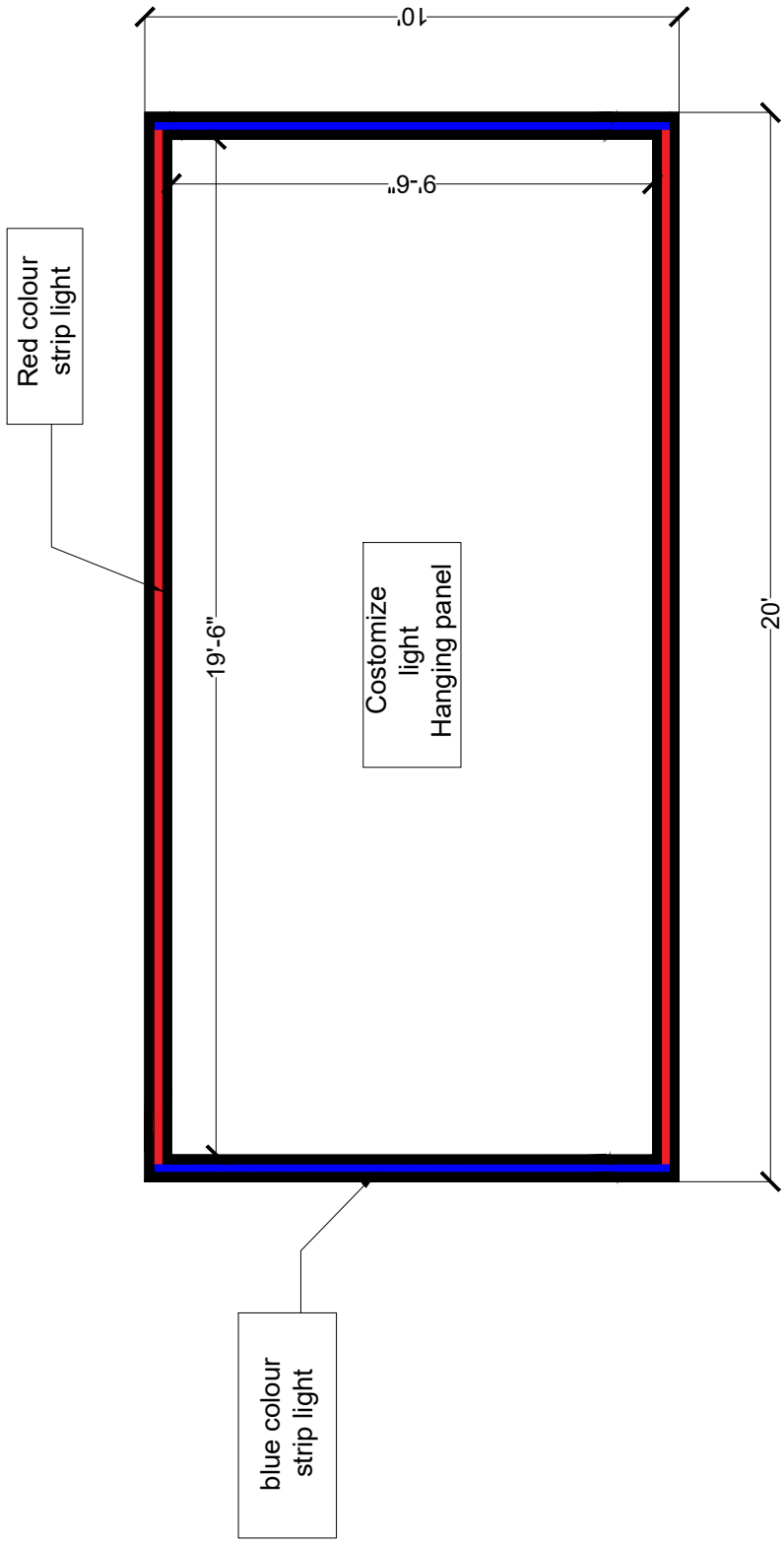
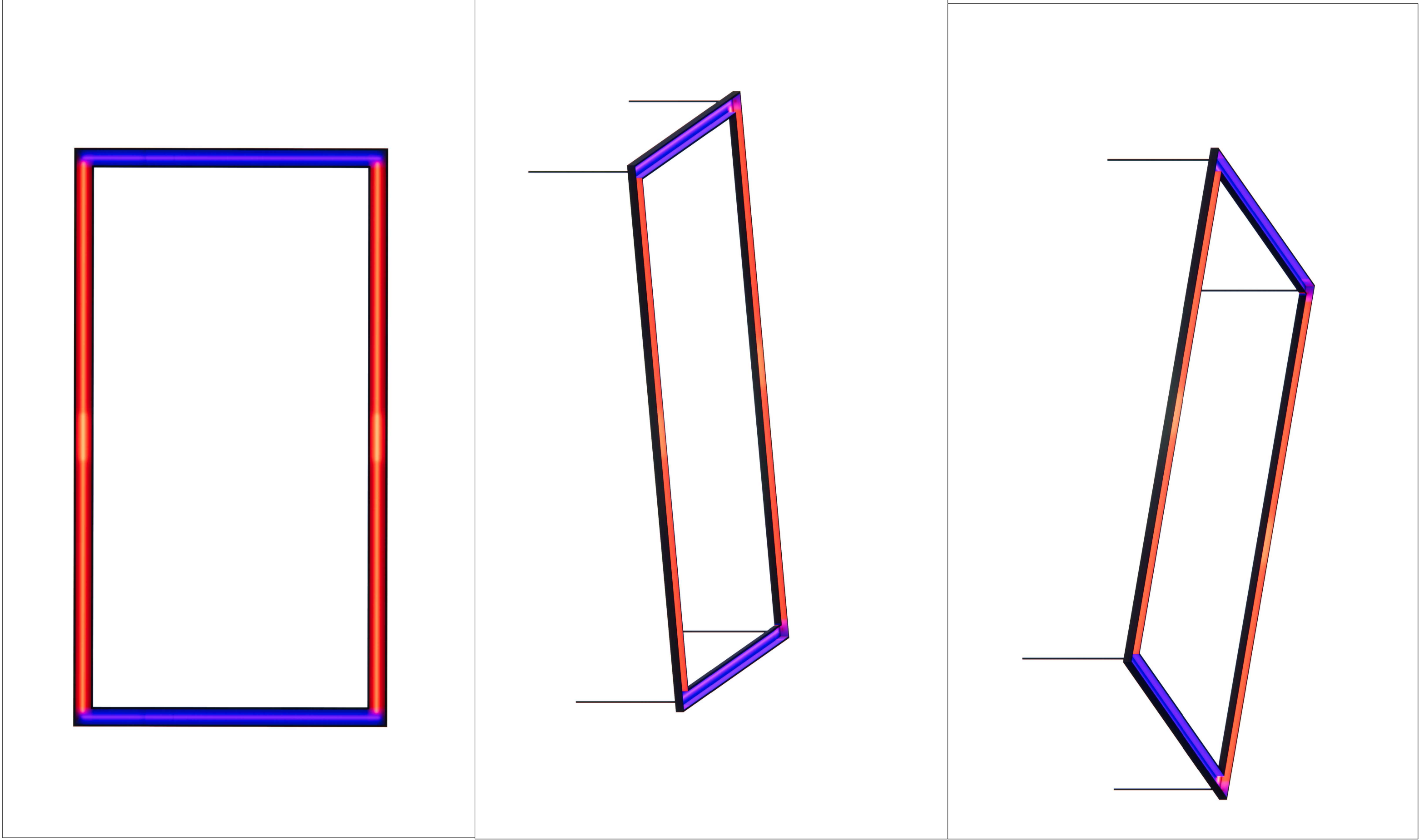
ARCADE MALL
NOIDA



DRAWN BY:
HARSH SHARMA
DRAWING TITLE:
SECOND FLOOR
ELECTRICAL PLANNING

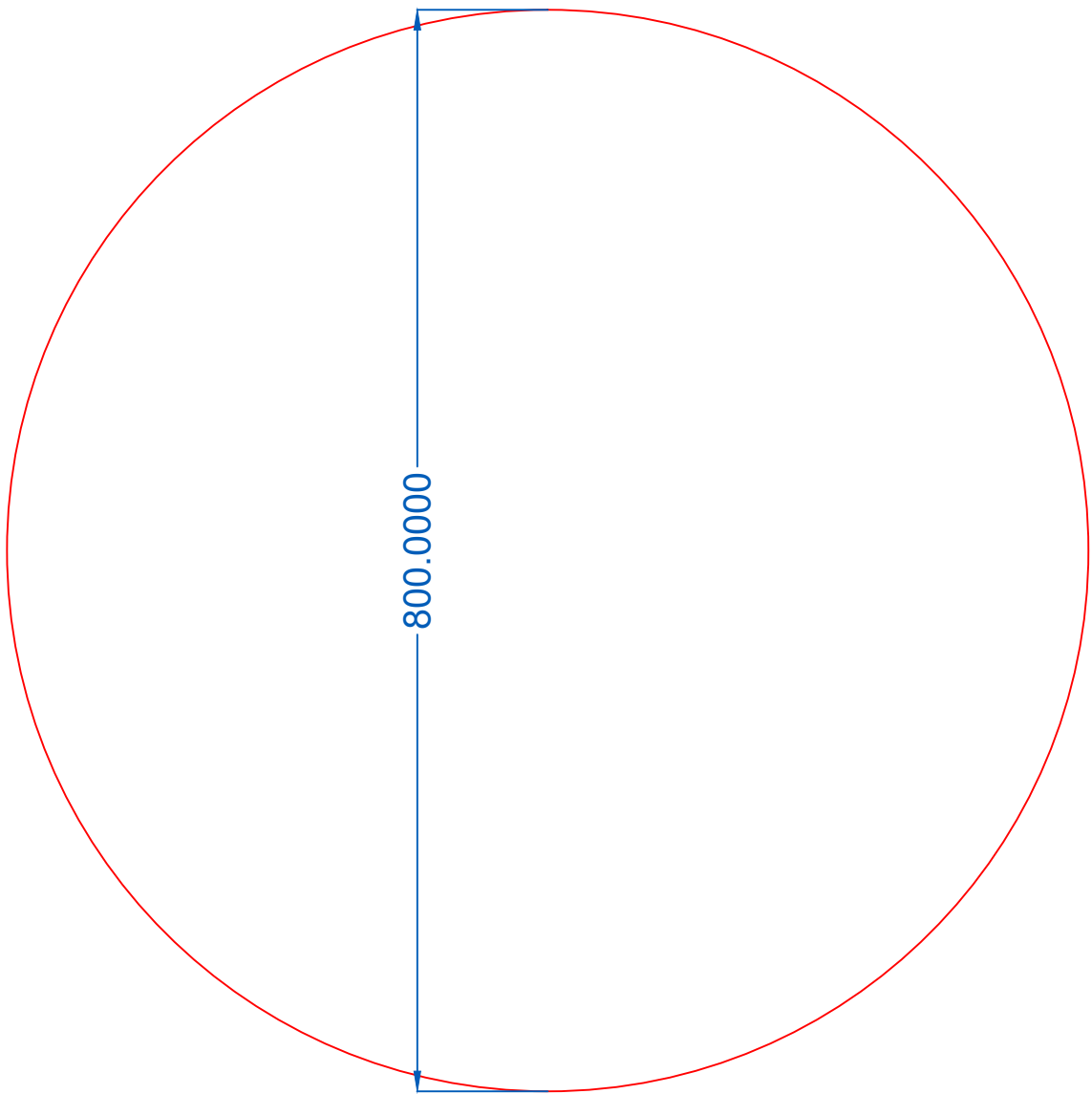
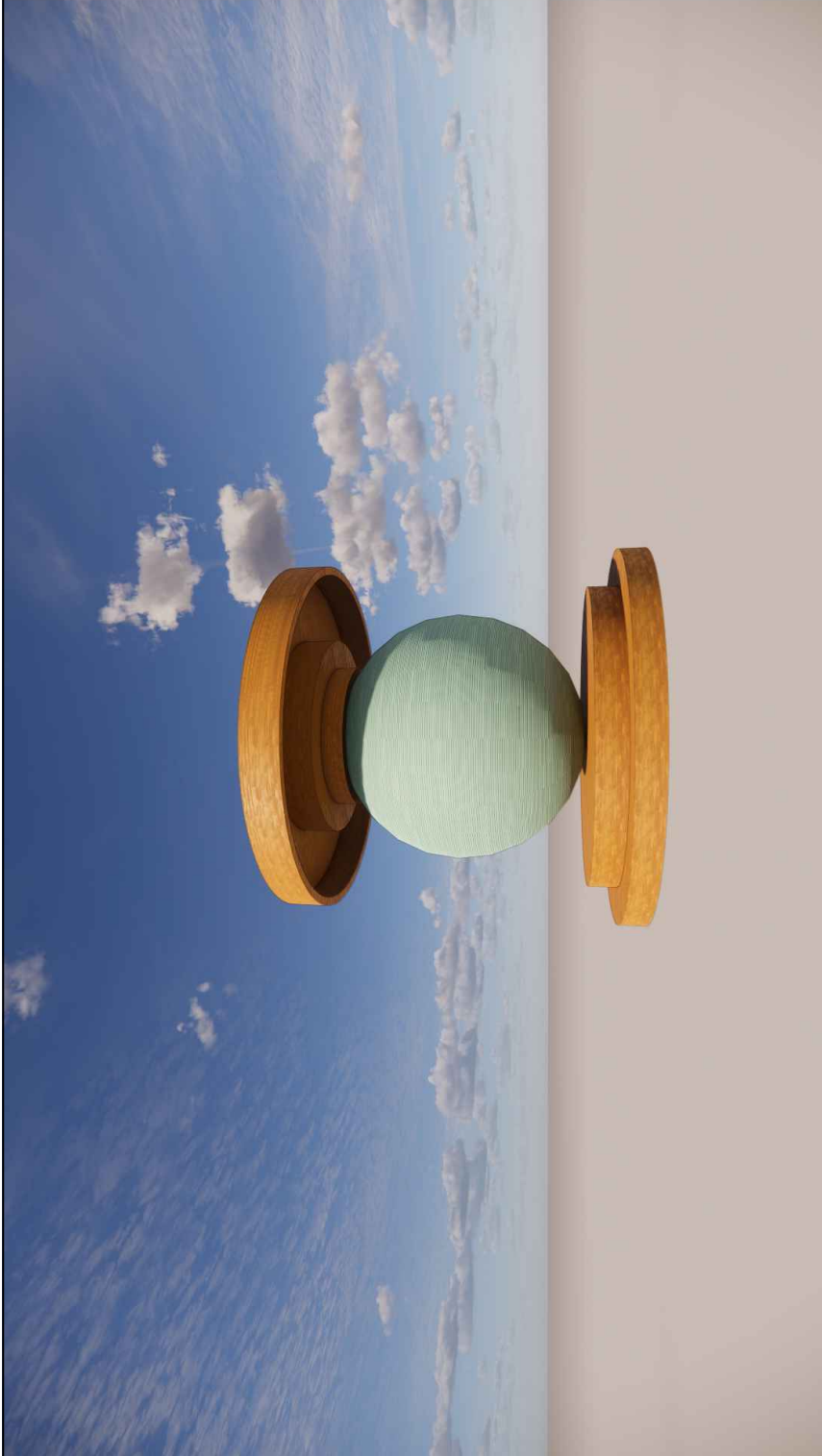
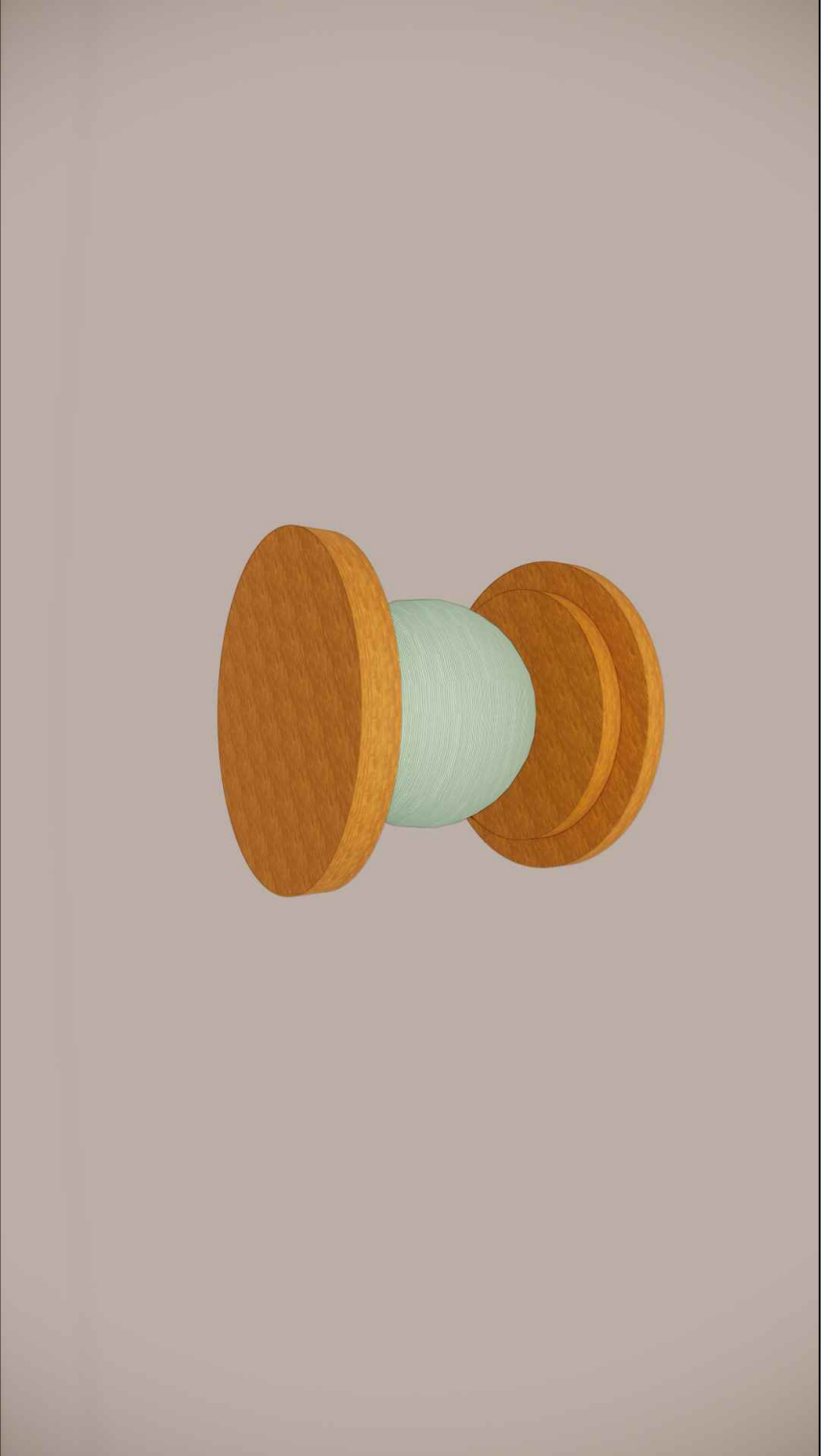
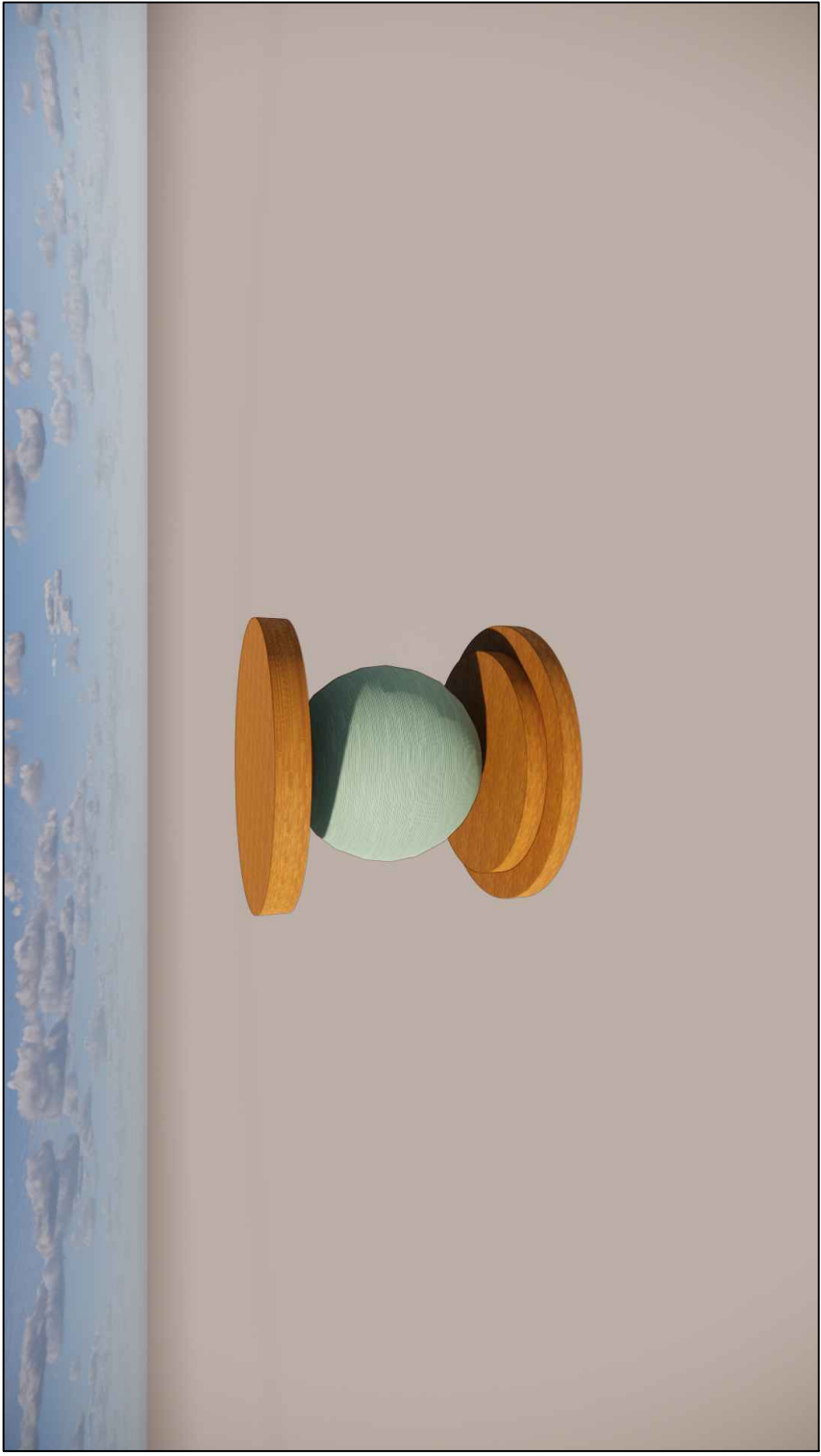
SCALE : N.T.S.



NOTES	
1.	All dimensions are in feet and inches and to read not to be measured.
2.	All dimensions mentioned in the drawings need verification as per site.
3.	Any discrepancy found in drawings should be brought to architect's notice before execution at site.
PROJECT: ARCADE GAMING	
TYPE: PRESENTATION	SHEET NO. 7
PROJECT : ROHSAN ARCADE MALL	
LEGENDS	
CLIENT DETAIL	
ARCADE MALL NOIDA	
DRAWN BY: HARSH SHARMA	
DRAWING TITLE: hanging panel light	
SCALE : N.T.S.	
	
	



NOTES		
1.	All dimensions are in feet and inches and to read not to be measured.	
2.	All dimensions mentioned in the drawings need verification as per site.	
3.	Any discrepancy found in drawings should be brought to architect's notice before execution at site.	
PROJECT: ARCADE GAMING		
TYPE: PRESENTATION	SHEET NO. 8	
PROJECT : ROHSAN ARCADE MALL		
LEGENDS		
CLIENT DETAIL		
ARCADE MALL NOIDA		
DRAWN BY: HARSH SHARMA		
DRAWING TITLE: Furniture design		
SCALE : N.T.S.		
		
		



WALNUT WOOD

SPECIAL SILVER PAINT

WALNUT WOOD

