

**BVRIT HYDERABAD**  
**College of Engineering for Women**  
Department of Information Technology  
Hobby Project – III B.Tech I Sem - Academic Year 2021-22

**TEAM 3**

## CANNON

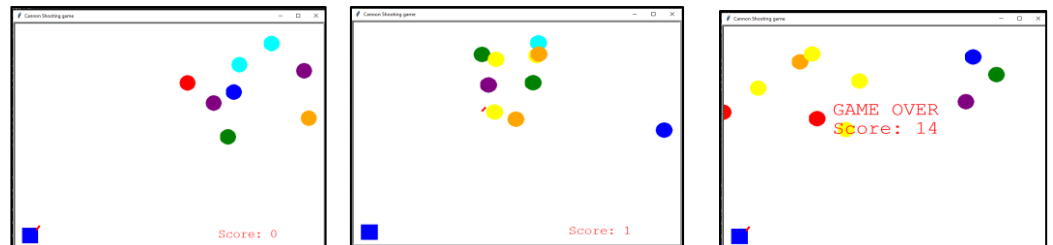
### Abstract

A cannon game where the objective is to score as many points as possible by wrecking havoc. Destroying objects gives you points and if you successfully destroy all the destructible objects before the time runs out, you win. Otherwise you lose and then finally scorecard will appear on the game window.

### Modules

Turtle Module  
Random Module  
OS Module

### Game Screenshots



### Tools and Technologies

- Python 3.6
- Visual Studios

### Conclusion and Future Scope

In this project, we produced an easy cannon game in the basic form using python. We would like to further develop, increase the gravity of the bullet and score board.

### Team Members



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### GitHub Links:

<https://github.com/18wh1a1234/Cannon>

<https://github.com/18wh1a1244/Cannon>

<https://github.com/19wh5A1203/Cannon>