

School Of Computer Science University Of Petroleum and Energy Studies P.O. Bidholi, Via-Prem Nagar DEHRADUN-248007

Bachelors of Technolgy in Computer Science & Engineering

Issue Date:	
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Minor

Project Title

Box'em Up

Mentor Name Professor Niharika Singh

S.No	Rollnumber	Branch	Name	Role	Signature
1	R177218082	CSE - AI & ML	Shashank Panthhri	Implementation	& Rentheri
2	R177218105	CSE - AI & ML	Yash Nabh Rana	Development	Opare
3	R177218065	CSE - AI & ML	Om Pandey	Designing	andy.
4	R177218042	CSE - AI & ML	Himani Bansal	Documentation	Vinni

Niharika singh

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	Project Mentor									Head	Of Departm	ent			
	Date										Pi	oject :	Status		
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Bachelors of Technolgy in Computer Science Engineering

Minor	/	Major	

Professor Box'em Up **Project Title Mentor Name** Niharika Singh We will be developing a multiplayer game using OpenGl and C. First, we will create an interface which will ask for some detail from user, like size of the game, number of player, etc. On clicking Start option on first interface, **Abstract** a second interface pops up with the actual game. Game will consist of a matrix with dots at its vertices and faded, dottet lines at edges. On clicking a edge, edge changes its color and turn pases to next player. If player selects an already selected edge, its an invalid move and player chooses again If the edge selected completes a square, the square is highlighted and player chooses again. The player who complete maximum number of boxes wins the game. Objective Main objective is to develop working interfaces on which multiple users can play a nostalgic game. Sub objectives are: 1. Designing and Creating an interface for a user. Taking input as many times a user clicks on the interface. 3. Processing each input to know which option user chooses. 4. Displaying changes on the interface after processing of the input. Project will be divided into two functions, Interface 1 and Interface 2. Firstly, we complete developing Interface 1 and then we develop Interface 2. Each Interface will have 4 functions, which are the 4 objectives of our oject. From which, window will be created once and then rest functions will be called in loop as per our requirement and users needs. Each interface will have functions that differ in functionality also according to our Methodology Combining these functions for each interfaces will make up mest of our code. Both functions will be called in main function later and finally the game will be playable Progress 1 10 Marks 10 10 10 10 10 10 10 10 10 Rollno/Mar Step Step Step Syno Mid-End-Mentor Step 1 Step 3 Step 4 Step 5 ks(10) psis term Term Remark Date/Ment Signature Progress 2 Marks 10 10 10 10 10 10 10 10 10 10 Step Step Step Svno Mid-End-Rollno Step 3 Step 4 Step 5 Mentor Step 1 psis term Term Date/Ment

Guideline: 1) A project group can be of maximum 4 members and no alteration in the group member will be entertained later.

Guideline: 2) Methodology should have following steps Step1: Literature Review; Step2: Identification Of Requirement (Type Of Data source, Amount Of Data, & Format of Data); Step3: Identification of Algorithm; Step4: Comparative study; Step5: Design and Development of System/Architecture; Step 6: Implementation; Step7: Results Guideline:3) Student should upload softcopies of all the documents (reports and power point presentations) in "Project Directory", 24 hrs prior to evaluation.

Guideline:4) Panel member will give feedback to individual on the scale of 1 to 5 and this scale will change for defaulter i.e. 1 to 3 scale.

Signature

1: Poor

2: Average

3: Good

4: Excellent

5: Outstanding