

GOVERNMENT WOMEN'S POLYTECHNIC, JAMSHEDPUR, JHARKHAND

POST- GAMHRIA ,DIST-SARAIKELA KHARSAWAN (JHARKHAND)-832108



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TO WHOM IT MAY CONCERN

This is to certify that the Project Report entitled, “**DRAGON GAME** ” is submitted to the Department of Computer Science and Engineering at Government Women’s polytechnic ,Jamshedpur, and is a record of bonafide project work carried out by the group of students namely **MINU MAHATO** and **ANUSIKA RANI** ,under the supervision and guidance and is worthy of consideration for the award of the Degree of Diploma in Computer Science and Engineering .

ACKNOWLEDGEMENT

The Diploma course requires a research approach also to go ahead in professional life with innovative spirit and in fulfilment of the Diploma course; one requires to submit a dissertation in the 6th semester . It has been great honor and privilege to undergo Diploma project work entitled “ DRAGON GAME ” at Government Women’s Polytechnic , Jamshedpur Department of Computer Science Engineering under the supervision of the project supervisor , prof . Miss Madhuri Kumari . Firstly , we thank her from the core of our heart for giving us such an interesting topic and assisting us at all points . we acknowledge that we are very grateful to the head, Department of GWP , prof . Mrs Rekha for his valuable guidance and support throughout the project which facilitated the completion of our project .We take this opportunity to express our profound gratitude and deep regards to all our professors and faculty members for their exemplary monitoring and constant encouragement throughout the work and other academic pursuits . We express our special thanks and heartfelt the work and other academic pursuits .We express our special thanks and heartfelt gratitude to our principal ,who exhibited interest to get thanks and heartfelt gratitude to our principal ,who exhibited interest to get our project completed well . Lastly , we thank Almighty , our parents and all the member of our group for their regular encouragement , without which this Project Work would not be possible .

SUBMITTED BY	BOARD ROLL NO.	SIGNATURE
MINU MAHATO	18403060027	
ANUSIKA RANI	18403060008	

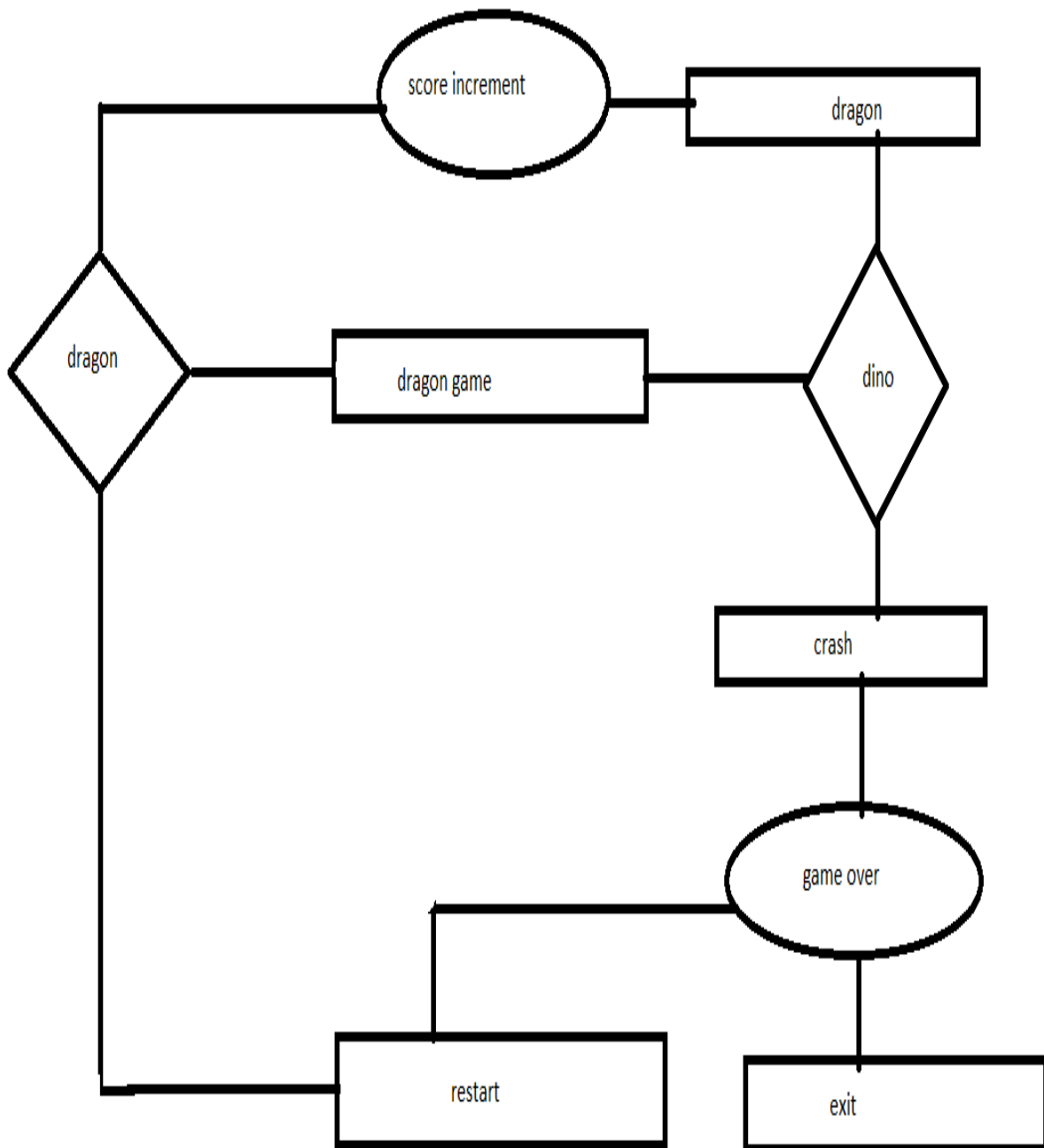
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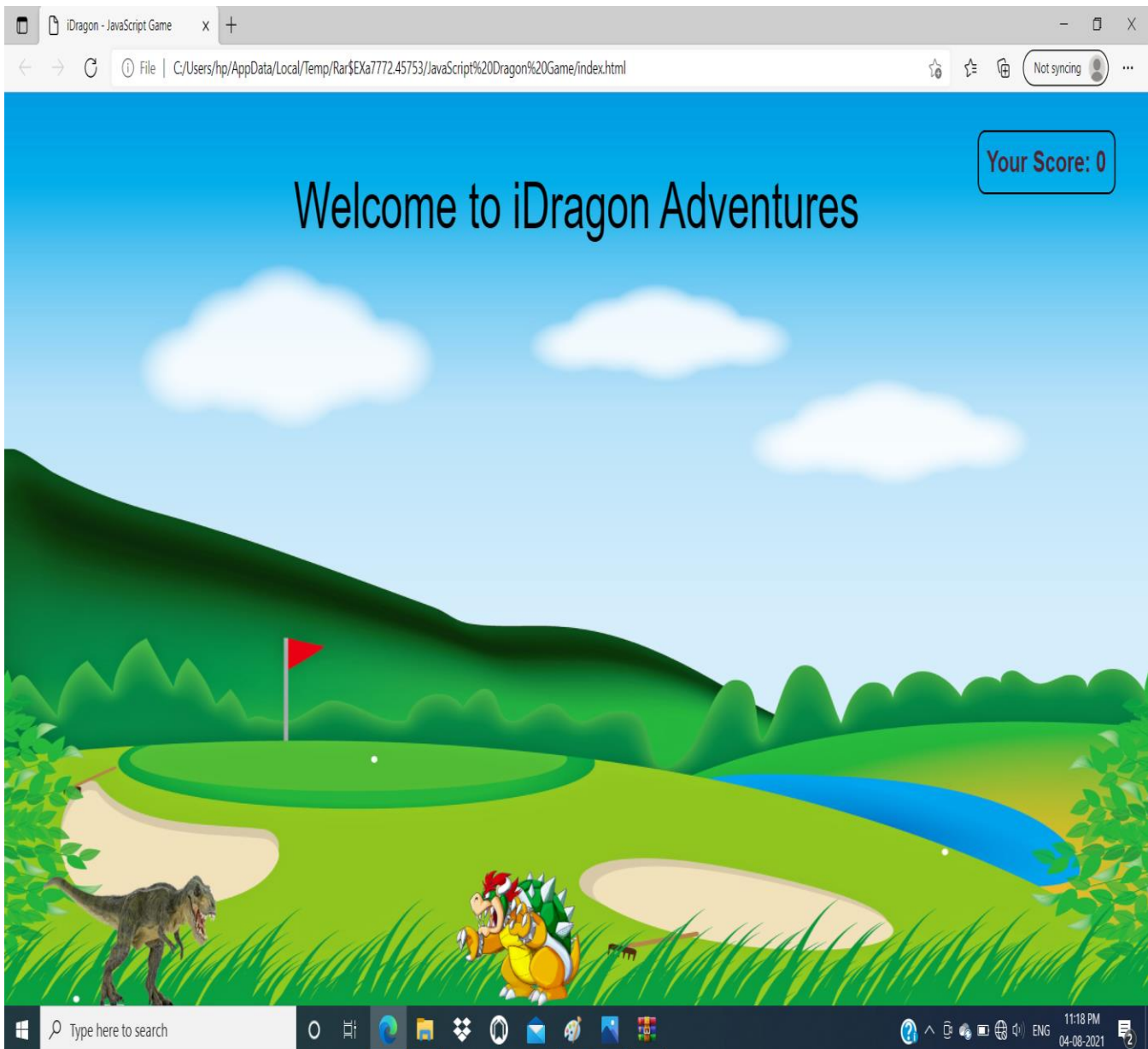
Introduction to game

- As mentioned earlier we have used html ,CSS and java script to build this game.
- In this game we have two characters Dragon and Dino.
- This game features increment in score when Dino dodges Dragon.
- In case Dino crashes with dragon the game comes to end i.e game over.
- An additionally a sound can be heard when the game is over.

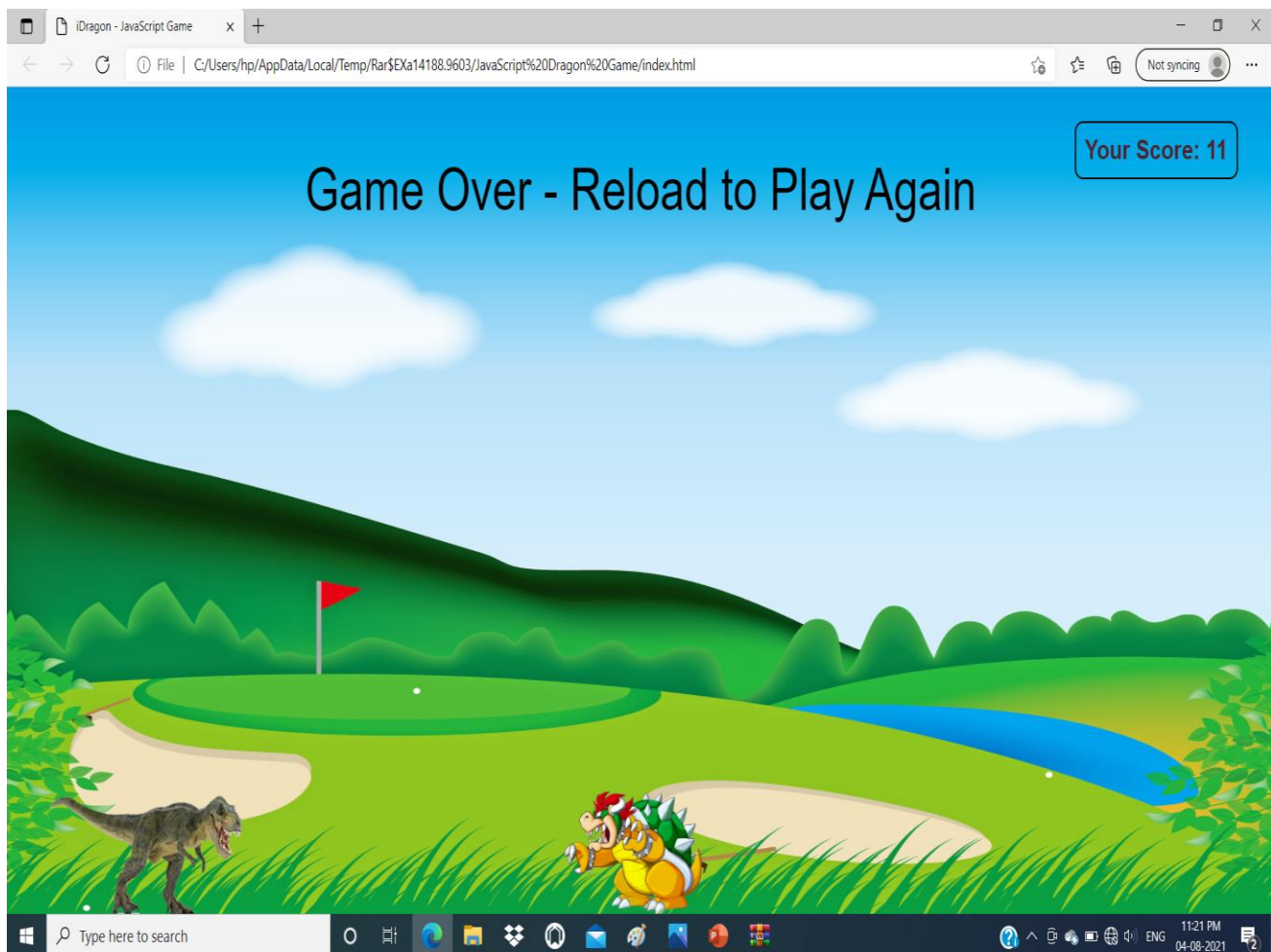
E-R DIAGRAM



INPUT- SCREEN



OUTPUT - SCREEN



CODEING

Java script

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>iDragon - JavaScript Game</title>

  <link href="https://fonts.googleapis.com/css2?family=Ubuntu:wght@300&display=swap" rel="stylesheet">

  <link rel="stylesheet" href="style.css">

  <script src="script.js"></script>

</head>

<body>

  <div class="gameContainer">

    <div class="gameOver">Welcome to iDragon Adventures</div>

    <!-- <div class="gameOver">Welcome to iDragon - Created by Harry</div> -->

    <div class="dino"></div>

    <div id="scoreCont">Your Score: 0</div>

    <div class="obstacle obstacleAni"></div>

  </div>

</body>

</html>
```


HTML

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

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    <div class="dino"></div>

    <div id="scoreCont">Your Score: 0</div>

    <div class="obstacle obstacleAni"></div>

  </div>

</body>

</html>
```

CSS

```
*{
  margin: 0;
  padding: 0;
}

body{
  background-color: red;
  overflow: hidden;
}

.gameContainer{
  background-image: url(bg.png);
  background-repeat: no-repeat;
  background-size: 100vw 100vh;
  width: 100%;
  height: 100vh;
}

.dino{
  background-image: url(dino.png);
  background-repeat: no-repeat;
  background-size: cover;
  width: 233px;
  height: 114px;
  position: absolute;
  bottom: 0;
  left: 52px;
}

.obstacle{
  width: 166px;
```

```
height: 113px;
background-image: url(dragon.png);
background-size: cover;
position: absolute;
bottom: 0;
left: 44vw;
}
```

```
.animateDino{
  animation: dino 0.6s linear;
}
```

```
.obstacleAni{
  animation: obstacleAni 5s linear infinite;
}
```

```
.gameOver{
  position: relative;
  top: 63px;
  font-size: 53px;
  text-align: center;
  font-family: 'Ubuntu', sans-serif;
}
```

```
#scoreCont{
  font-size: 25px;
  color: #54212f;
  font-weight: bold;
  position: absolute;
  right: 45px;
  top: 31px;
  border: 2px solid black;
  padding: 10px;
  font-family: 'Ubuntu', sans-serif;
```

```
border-radius: 10px;  
}
```

```
@keyframes dino{  
  0%{  
    bottom: 0;  
  }  
  50%{  
    bottom: 422px;  
  }  
  100%{  
    bottom: 0;  
  }  
}
```

```
@keyframes obstacleAni{  
  0%{  
    left: 100vw;  
  }  
  100%{  
    left: -10vw;  
  }  
}
```

ADVANTAGE OF PROJECT

It can increase your reaction speed .

While creating this project you can learn various commands and tags of html ,CSS and java script.

Due its simplicity ,it is easier to understand .

Can encourage new developers to learn and create more of easy projects like this .

LIMITATION OF PROJECT

- This game can only be played by one player .
- This game does not have multi level option .
- This game does not support any achievement or high score record .

FUTURE SCOPE

Multilevel approach can be introduced .

More of Graphics can be updated .

High score record can be kept .

More of a character components can be introduced .

Obstacles can be increased .

Main character can have updated version of moves.

BIBLIOGRAPHY

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- Youtube
- Tutorials point.com
- Image and music from google