

PROBLEM SOLVING WITH C

MINI PROJECT SYNOPSIS

TITLE

Mini game collection

DESCRIPTION

A collection of mini games such as Rock Paper Scissors Lizard Spock, tic-tac-toe and Pong. Features include switching between single player and multi-player, difficulty level and a points system. The user will encounter a main menu page from where they can redirect themselves to any of the three games. The graphic user interface is implemented using raylib

EXPECTED OUTCOME

A main menu page where the user can choose between the games and their mode of gameplay. On selection, the user(s) will be able to play via inputs given through keyboard/mouse (depending on the game).

STRUCTURE

UI: open GL graphics based main menu, keyboard and mouse inputs.

Data: static memory allocation,

Game design: games use concepts like kinematics, collisions, stacks, queues, structures, one dimensional arrays and switch case for implementation

TOOLS

Raylib: Raylib is a cross-platform open-source software development library. The library is meant to create graphical applications and games.PES

Other header files include stdio.h, stdlib.h, stdbool.h and conio.h

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