“A Mini Game Website: GameZ”

The Minor Project report submitted to

Rajiv Gandhi Proudyogiki Vishwavidyalaya, Bhopal

towards partial fulfillment of the Degree of Bachelor of Technology

in

Computer Science & Engineering

Guided by
Prof. Imran Uddin

Submitted by
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RECOMMENDATION

This is to certify that, Mr. Shubham Kushwah, Mr. Tushar Solanki, Mr. Yash Upase all are students of VI semester/3 year B.Tech (CSE) in the year 2024 of Computer Science & Engineering Department of this institute has completed their work on "***A Mini Game Website: GameZ***" for Minor project based on syllabus and has submitted a satisfactory account of their work in this report which is recommended for the partial fulfillment of the degree of Bachelor of Technology in Computer Science.

Prof. Imran Uddin
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MAHAKAL INSTITUTE OF TECHNOLOGY & MANAGEMENT, UJJAIN

CERTIFICATE

This is to certify that the Minor Project report entitled "***A Mini Game Website: GameZ***" submitted by Mr. Shubham Kushwah, Mr. Tushar Solanki, Mr. Yash Upase, students of B.Tech VI Semester, Computer Science & Engineering department in the year 2024, is a satisfactory account of their work based on syllabus which is accepted in partial fulfillment of degree of Bachelor of Technology in Computer Science & Engineering.

INTERNAL EXAMINER **EXTERNAL EXAMINER**

Date: **Date:**

ACKNOWLEDGEMENT

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ABSTRACT

In this project report, we present the development and implementation of "***A Mini Game Website: GameZ***", a dynamic mini-game website crafted using HTML, CSS, and JavaScript. GameZ is designed to offer users an engaging and interactive gaming experience while showcasing the potential of web technologies in the realm of gaming.

The report begins with an overview of the project's objectives and scope, emphasizing the aim to create a user-friendly platform that hosts a variety of mini-games accessible to players of all ages. We delve into the methodologies employed, including the selection of suitable game concepts, the design process, and the development workflow, highlighting the iterative nature of the project.

Central to the development of GameZ is the utilization of HTML for structuring the website's content, CSS for styling and visual enhancements, and JavaScript for implementing game logic and interactivity.

Furthermore, the report addresses the challenges encountered during the development phase, such as browser compatibility issues and optimization concerns, and outlines the strategies employed to overcome them.

Overall, this project report serves as a comprehensive documentation of the conception, implementation, and evaluation of GameZ, offering valuable insights into the process of creating a mini-game website using HTML, CSS, and JavaScript.

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