

## **ABSTRACT**

The game “STUNT PLANE GAME” is a user interactive and entertaining game. In this game, the plane has to fly by crossing the obstacles in the path of the plane, the player has to control the plane upwards and downwards using the keyboard to avoid the collisions with obstacles. This project graphically illustrates a game called as ‘STUNT PLANE GAME’ using OpenGL API’S and C & C++ as a programming language. Computer graphics is interactive method of pictorial synthesis of real or image objects from their com-based models. OpenGL (Open Graphics Library) is a standard specification defining a cross language, cross-platform API for writing application that produces 2D and 3D computer graphics. OpenGL supports visualization applications with 2D images treated as types of primitives that can be manipulated just 3D geometric objects.

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### PROJECT ASSOCIATES

<b>AKSHATHA A P</b>	<b>4JN20CS005</b>
<b>CHAITHRA R</b>	<b>4JN20CS024</b>
<b>MADHURA S</b>	<b>4JN20CS050</b>
<b>CHANDANA C SAGAR</b>	<b>4JN20CS127</b>

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