SHREE GURU SANDIPANI INSTITUTE OF TECHNOLOGY & SCINCE UJJAIN (MP)

TITLE OF PROJECT

"Super Pirate"

A dissertation submitted in partial fulfillment
For the award of the degree of

BACHELOR OF TECHONOLOGY IN

COMPUTER SCIENCE AND ENGINEERING

Under The Guidance of
Porf. Jyoti Chouhan

Submitted By
Shyam Shivhare

Submitted To
Prof. Jyoti Chouhan

Shri Guru Sandipani Institute of Technology & Science Ujjain (M.P) 2024

CANDIDATE'S DECLARATION

I hereby certify that the project entitled **"SUPER PIRATE"** submitted by **SHYAM SHIVHARE** 0722CS201056 in partial fulfillment of the requirement for the award of degree of the B. Tech. (Computer Science & Engineering) submitted in Rajiv Gandhi Proudyogiki Vishwavidyalaya Technological University, at Shri Guru Sandipani Institute of Technology & Science Ujjain (M.P), 2024 to January to April, under the guidance of **Prof. Jyoti Chouhan** (Department of Computer Science & Engineering). The matter presented in this project has not formed the basis for the award of anyother degree, diploma, fellowship or any other similar titles.

Signature of the Student

Place: Maksi

Date:

Ref. No. ..... **Date.....**

CERTIFICATE

This is to certify that the project titled **" SUPER PIRATE "** is the bona fide work carried out by **SHYAM SHIVHARE** 0722CS201056 in partial fulfillment of the requirement for the award of degree of the B. Tech. (Computer Science & Engineering) submitted in Rajiv Gandhi Proudyogiki Vishwa vidyalaya Technological University, at Shri Guru Sandipani Institute of Technology & Science Ujjain (M.P) 2024 to January to April under the guidance of **Prof. Jyoti Chouhan** (Department of Computer Science & Engineering). The Major Project Viva-Voce Examination has been held on ____ (DD/MM/YYYY)

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CERTIFICATE OF APPROVAL

2023-2024

This is to certify that the dissertation entitled **"Super Pirate"** ***is*** a bonafied work carried out as project by **Shyam Shivhare** in partial fulfillment for the award of degree of Bachelor of Technology in Computer Science Engineering from the Computer Science Department, Shri Guru Sandipani Institute of Technology & Science**, Ujjain** during the academic year 2021 - 2024.

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ABSTRACT

A **platform game** (often simplified as **platformer** and sometimes called a **jump 'n' run game**) is a sub-genre of action video games in which the core objective is to move the player character between points in an environment. Platform games are characterized by levels that require jumping and climbing to traverse. Other acrobatic maneuvers may factor into the gameplay, jumping off walls, being shot from cannons,. Games where jumping is automated completely, such as 3D.

A platform game requires the player to maneuver their character across platforms to reach a goal while confronting enemies and avoiding obstacles along the way. These games are either presented from the side view, using two-dimensional movement, or in 3D with the camera placed either behind the main character or in isometric perspective. Typical platforming gameplay tends to be very dynamic and challenges a player's reflexes, timing, and dexterity with controls.

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