**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 Submitted To**

**Devendra Lodhi 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 **DEVENDR LODHI** & 0722CS201011 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 any other degree, diploma, fellowship or any other similar titles.

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# **CERTIFICATE**

This is to certify that the project titled **“ SUPER PIRATE ”** is the bona fide work carried out by **DEVENDR LODHI** & 0722CS201011 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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**2023-2024**

This is to certify that the dissertation entitled **“Super Pirate”** ***is***abonafiedwork carried out as project by **Devendra Lodhi** 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](https://en.wikipedia.org/wiki/Action_game) in which the core objective is to move the [player character](https://en.wikipedia.org/wiki/Player_character) between points in an environment. Platform games are characterized by levels that require [jumping](https://en.wikipedia.org/wiki/Jumping) and [climbing](https://en.wikipedia.org/wiki/Climbing) to traverse. Other [acrobatic](https://en.wikipedia.org/wiki/Acrobatics) maneuvers may factor into the gameplay, jumping off walls, being shot from [cannons](https://en.wikipedia.org/wiki/Cannon),. 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](https://en.wikipedia.org/wiki/Isometric_video_game_graphics). Typical platforming gameplay tends to be very dynamic and challenges a player's reflexes, timing, and dexterity with controls.

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