**TITLE OF PROJECT**

**Super Pirate**

### A Project Report

### Submitted by:

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in partial fulfillment for the award of the degree

of

### BACHELOR OF TECHONOLOGY

### IN

**COMPUTER SCIENCE AND ENGINEERING**

at



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

**Month – Octuber**

**Year - 2023**

## 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), 2023 to September to December, 2023 under the guidance of Prof. Diksha Tatavat (Deaprtment 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.

### Signature of the Student Place: Maksi

**Date: 20/10/2023**

### 

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

# 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 Vishwavidyalaya Technological University, at Shri Guru Sandipani Institute of Technology & Science Ujjain (M.P) 2023 to September to December, 2023 under the guidance of Prof. Diksha Tatavat (Deaprtment of Computer Science & Engineering). The Major Project Viva-Voce Examination has been held on (DD/MM/YYYY)

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# ABSTRACT

**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, such as swinging from grappling hooks, jumping off walls, air dashing, gliding through the air, being shot from [cannons](https://en.wikipedia.org/wiki/Cannon), using [jet packs](https://en.wikipedia.org/wiki/Jet_packs), or bouncing from springboards or trampolines. 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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### Annexure-5

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I would also like to thank everyone who has knowingly and unknowingly helped me throughout my work. Last but not least, a word of thanks for the authors of all those books and papers which I have consulted during my project work as well as for preparing the report.

### Annexure-6

**(A typical specimen of table of contents)**

\* includes full content from Project Synopsis as per the format given separately.

# Table of Contents

|  |  |  |
| --- | --- | --- |
|  | Title Page | i |
|  | Declaration of the Student (Signed by Student) | ii |
|  | Certificate of the Guide (Signed by Guide, HoD, Principal) | iii |
|  | Abstract (Evaluated & Signed by Guide) | iv |
|  | Acknowledgement | v |
|  | List of Figures | vi |
|  | List of Tables (optional) | vii |
|  | Timeline / Gantt Chart | viii |
| **1.** | **INTRODUCTION\*** | **1** |
|  | * 1. Problem Definition   2. Project Overview/Specifications\* (page-1 and 3)   3. Hardware Specification   4. Software Specification 1.3.1   1.3.2  … | 1 |
| 2 |
| 3 |
| 4 |
| 4 |
| **2.** | **LITERATURE SURVEY** | **5** |
|  | 2.1 Existing System | 5 |
| 2.2 Proposed System | 6 |
| 2.3 Feasibility Study\* (page-4) | 7 |
| **3.** | **SYSTEM ANALYSIS & DESIGN** |  |
|  | 3.1 Requirement Specification\* (page-2) | 9 |
| 3.2 Flowcharts / DFDs / ERDs | 10 |
| 3.3 Design and Test Steps / Criteria | 12 |
| 3.3 Algorithms | 16 |
| 3.3.1 | 18 |
| 3.3.2 | 19 |
| 3.4 Testing Process (Test Cases to be included) | 22 |
|  | 27 |
| … |  |
| **4.** | **RESULTS / OUTPUTS** | **40** |
| **5.** | **CONCLUSIONS / RECOMMENDATIONS** | **47** |
| **6.** | **REFERENCES** | **49** |
| **7.** | **APPENDICES** | **50** |