A

Project Report

On

**“ONE FOR ALL GAME”**

Submitted in partial fulfillment of

the requirements for the 4th Semester Sessional Examination of

BACHELOR OF TECHNOLOGY

IN

**COMPUTER SCIENCE & ENGINEERING**

By

|  |  |
| --- | --- |
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**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

## GIET

## UNIVERSITY

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**GUNUPUR – 765022**

**2020 – 21**

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**GIET UNIVERSITY**

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***Contact:- +91 7735745535, 06857-250170,172,Visit us:-*www.giet.edu**

**Department of Computer Science & Engineering**

**CERTIFICATE**



**This is to certify that the project work entitled “ONE FOR ALL GAMES” is done by Anshuman Sarkar, Dinesh Kundo, Piyus Pritam Padhy in partial fulfillment of the requirements for the 4th Semester Sessional Examination of Bachelor of Technology in Computer Science and Engineering during the academic year 2020-21. This work is submitted to the department as a part of evaluation of 4th Semester Project.**

Name

Class Teacher

Dr Debabrata Danasana

Prof. (Dr) .Sanjay Kumar Kuanar

HoD, CSE

**ACKNOWLEDGEMENT**

We deem it a pleasure to acknowledge our sense of gratitude to our project guide Dr. Debabrata Dansana under whom we have carried out the project work. His incisive and objective guidance and timely advice encouraged us with

constant flow of energy to continue the work.

Despite of the COVID 19 pandemic, we are successfully able to complete the Project due to the commencement of online classes.

We shall remain grateful to the faculty members, GIET University for providing an opportunity to retake the classes of JavaScript.

Date: 28-06-2021

Place: GIET, GOBRIGUDA,

Rayagada, Odisha

## INTRODUCTION

**2.1 PURPOSE :**

This specification document describes the capabilities that will be provided by the software application ONE FOR ALL GAME.

**2.2 PROJECT SCOPE :**

The application would provide a complete relaxation for all the gamers out there and not only gamers but our game can entertain

all age groups.

This application is based on normal JavaScript concepts which increases our coding skills and it contains three games in it which gives our ludo a new creative form.

Our one-for-all is new kind of game which represents our team creativity we have removed the old ethics of board games and represented it in a relaxing way using normal coding skills

SYSTEM ANALYSIS

* 1. **HARDWARE REQUIREMENTS**

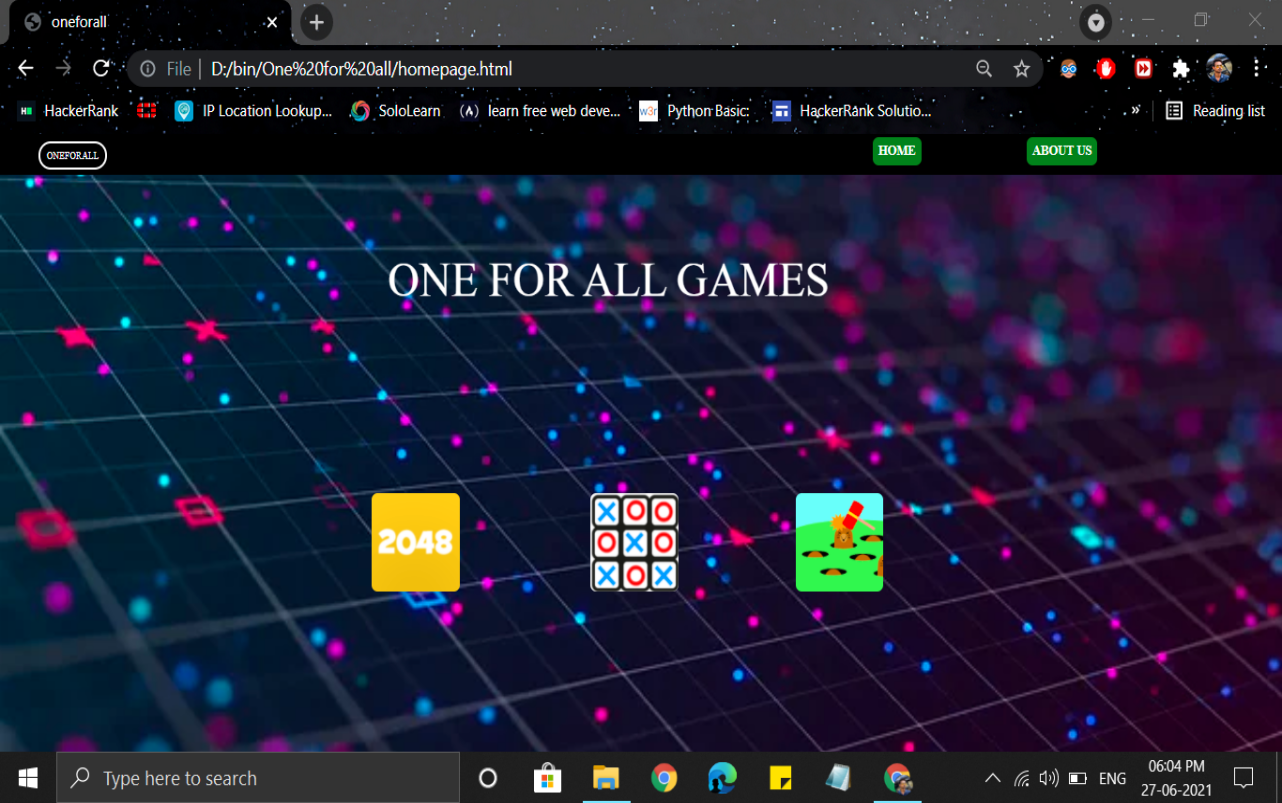
|  |  |
| --- | --- |
| **REQUIREMENT** | **SPECIFICATIONS** |
| Processor | [Intel® Core™ i5-10600KF](https://ark.intel.com/content/www/us/en/ark/products/199315/intel-core-i5-10600kf-processor-12m-cache-up-to-4-80-ghz.html) |
| Ram | 8GB DDR4 1.2v 2666Mhz |
| Hard disk | 512GB SSD 370s |

* 1. **SOFTWARE REQUIREMENTS**

|  |  |
| --- | --- |
| **REQUIREMENT** | **SPECIFICATIONS** |
| Software | Chrome Browser |
| Source code editor | Sublime text 3.2.2 |
| Cross-platform web browser | Google chrome |
| Operating system | Windows 10\_home1703 |

## 4.CODING

* 1. **HOME PAGE-:**

****

**<!DOCTYPE html>**

**<html>**

**<head>**

**<title>oneforall</title>**

**<style type="text/css">**

**.h1**

**{**

**animation: crescendo 1.5s alternate infinite ease-in;**

**}**

**@keyframes crescendo**

**{**

**0%**

**{**

**transform: scale(.7);**

**}**

**100%**

**{**

**transform: scale(1.2);**

**}**

**}**

**</style>**

**</head>**

**<body style="background: url(https://motionarray.imgix.net/preview-182524-uRs3JTgMXZ-high\_0012.jpg?w=660&q=60&fit=max&auto=format);background-size: cover;">**

**<div style="position: absolute;top: 0%;left: 0%;width: 100%;height: 60px;background-color: black;"></div>**

**<div style="position: absolute;top: 1%;left: 3%;border: 4px solid white;border-radius: 23px;padding: 10px;font-size: 15px;color: white;">ONEFORALL</div>**

**<h1 style="position: absolute;top: -2%;left:68%;color: white;text-decoration: none;"><a href="#" style="color: white;text-decoration: none;font-size: 20px;background-color: green;padding: 10px;border-radius: 10px;">HOME</a></h1>**

**<h1 style="position: absolute;top: -2%;left:80%;color: white;text-decoration: none;"><a href="about us.html" style="color: white;text-decoration: none;font-size: 20px;background-color: green;padding: 10px;border-radius: 10px;">ABOUT US</a></h1>**

**<p style="color: white;position: absolute;top: 10%;left: 29%;font-size: 80px;" class="h1">ONE FOR ALL GAMES</p>**

**<div style="position: absolute;top: 58%;left: 29%;height: 150px;width: 150px;background:url(https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcTzRC2vSFs2FxyYHD-JmOi4NJ\_aXepAbDXhpRtSQYQbpcdqyG1q\_sHk1Fkh21IdbxBptWstnogFwbE&usqp=CAU);border-radius: 10px;background-size: cover"><a href="file:///D:/bin/One%20for%20all/2048-master/index.html"><h1 style="color: yellow;font-size: 278px;position: absolute;left: 4%;top: -199%;opacity: 0;">a</h1></a></div>**

**<div style="position: absolute;top: 58%;left:46%;height: 150px;width: 150px;background:url(data:image/png;base64,);border-radius: 10px;background-size: cover;"><a href="file:///D:/bin/One%20for%20all/tic-tac-toe-js-master/index.html"><h1 style="color: yellow;font-size: 278px;position: absolute;left: 4%;top: -199%;opacity: 0;">a</h1></a></div>**

**<!-- <div style="position: absolute;top: 58%;left:36%;height: 150px;width: 150px;background-color: grey;border-radius: 10px;background: url(data:image/jpeg;base64,);background-size: cover;"><a href="#"><h1 style="color: yellow;font-size: 278px;position: absolute;left: 4%;top: -199%;opacity: 0;">a</h1></a></div>**

**<div style="position: absolute;top: 58%;left:53%;height: 150px;width: 150px;background-color: grey;border-radius: 10px;background: url(https://images-na.ssl-images-amazon.com/images/I/51%2BWI6YJCjL.png);background-size: cover;"><a href="#"><h1 style="color: yellow;font-size: 278px;position: absolute;left: 4%;top: -199%;opacity: 0;">a</h1></a></div>**

**<div style="position: absolute;top: 58%;left:70%;height: 150px;width: 150px;background-color: grey;border-radius: 10px;background: url(https://5.imimg.com/data5/SELLER/Default/2021/2/HK/IO/BL/12304017/snakes-and-ladders-game-board-500x500.jpg);background-size: cover;"><a href="#"><h1 style="color: yellow;font-size: 278px;position: absolute;left: 4%;top: -199%;opacity: 0;">a</h1></a></div> -->**

**<div style="position: absolute;top: 58%;left:62%;height: 150px;width: 150px;background-color: grey;border-radius: 10px;background: url(https://media.istockphoto.com/illustrations/game-to-hit-the-mole-illustration-id1153033854?k=6&m=1153033854&s=612x612&w=0&h=aituLFoCcE5Ei1bdFHp5a0Od3OrRGQtBHZ3atbh9MF8=);background-size: cover;"><a href="file:///D:/bin/One%20for%20all/whackAtom/game.html"><h1 style="color: yellow;font-size: 278px;position: absolute;left: 4%;top: -199%;opacity: 0;">a</h1></a></div>**

**</body>**

**</html>**

* 1. ***2048-game***

html>

Index code

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<!--**

**normalize.css removes cross-browser differences in defaults, e.g.,**

**differences in how form elements appear between Firefox and IE**

**See: http://necolas.github.com/normalize.css/**

**-->**

**<link rel="stylesheet" href="css/normalize.css">**

**<!--**

**application.css is where you put your styles**

**-->**

**<link href="https://fonts.googleapis.com/css?family=Source+Code+Pro" rel="stylesheet">**

**<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/font-awesome/4.6.3/css/font-awesome.min.css">**

**<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/animate.css/3.5.2/animate.min.css">**

**<link rel="stylesheet" href="css/application.css">**

**<script src="https://code.jquery.com/jquery-2.2.4.min.js" integrity="sha256-BbhdlvQf/xTY9gja0Dq3HiwQF8LaCRTXxZKRutelT44=" crossorigin="anonymous"></script>**

**<script src="js/mousetrap.js"></script>**

**<script src="js/underscore.js"></script>**

**<script src="js/game.js"></script>**

**<script src="js/application.js"></script>**

**<title>256!</title>**

**</head>**

**<body>**

**<h1>2048 Clone</h1>**

**<div class="controls">**

**<span class="label">Score: <span id="score">0</span></span>**

**<span class="label">Moves: <span id="moves">0</span></span>**

**<button id="restart"><i class="fa fa-times" aria-hidden="true"></i></button>**

**</div>**

**<div class="game-board">**

**<table id="game-table" class="slow">**

**<tr><td id="0"></td><td id='1'></td><td id='2'></td><td id='3'></td></tr>**

**<tr><td id="4"></td><td id='5'></td><td id='6'></td><td id='7'></td></tr>**

**<tr><td id="8"></td><td id='9'></td><td id='10'></td><td id='11'></td></tr>**

**<tr><td id="12"></td><td id='13'></td><td id='14'></td><td id='15'></td></tr>**

**</table>**

**</div>**

**<div class="controls">**

**<button id="auto" style="margin-right:5px;"><i class="fa fa-random" aria-hidden="true"></i></button>**

**<input id="amount" type="text" style="width:50px;float:right">**

**</div>**

**<div style="position: absolute;top: 88%;left: 2%;border-radius: 12px;color: black;background-color: yellow;font-size: 27px;padding: 10px;height: 40px;width: 80px;"><a href="D:/bin/One%20for%20all/homepage.html" style="text-decoration: none;color: black;">HOME</a></div>**

**</body>**

**</html>**

**JS CODE**

**var game;**

**$(document).ready(function() { // can also write it $(function(){ code here })**

**if (!localStorage.length) {**

**game = new Game();**

**populateLocalStorage(game);**

**} else {**

**console.log("localstorage available");**

**console.log(localStorage);**

**game = new Game(localStorage.board.split(",").map(Number));**

**game.moves = parseInt(localStorage.getItem('moves'));**

**game.score = parseInt(localStorage.getItem('score'));**

**}**

**render(localStorage, true);**

**$('html').on('keyup', function(event) {**

**switch (event.keyCode) {**

**case 27:**

**game = new Game();**

**populateLocalStorage(game);**

**render(localStorage, true);**

**break;**

**case 37:**

**game.move('left');**

**populateLocalStorage(game);**

**render(localStorage);**

**break;**

**case 38:**

**game.move('up');**

**populateLocalStorage(game);**

**render(localStorage);**

**break;**

**case 39:**

**game.move('right');**

**populateLocalStorage(game);**

**render(localStorage);**

**break;**

**case 40:**

**game.move('down');**

**populateLocalStorage(game);**

**render(localStorage);**

**break;**

**}**

**});**

**$("#restart").click(function(event){**

**game = new Game();**

**populateLocalStorage(game);**

**render(localStorage, true);**

**});**

**$("#auto").click(function(event){**

**var keyCodes = [37,38,39,40];**

**(function theLoop (i) {**

**setTimeout(function () {**

**var index = Math.floor(Math.random()\*keyCodes.length);**

**var e = $.Event("keyup", {keyCode: keyCodes[index]});**

**$('html').trigger(e);**

**if (--i) { // If i > 0, keep going**

**theLoop(i); // Call the loop again, and pass it the current value of i**

**}**

**}, 300);**

**})(parseInt($("#amount").val()));**

**});**

**});**

**var render = function(storage, animate=false) {**

**array = storage.board.split(",");**

**for (var i = 0; i < 16; i++) {**

**var block = $('#' + i);**

**block.html(array[i]);**

**block.attr('val', array[i]);**

**if (array[i] != 0) {**

**block.animateCss('bounceIn');**

**}**

**}**

**$("#moves").html(storage.moves);**

**$("#score").html(storage.score);**

**if (animate) {**

**$('#game-table').animateCss('bounceIn');**

**}**

**}**

**function populateLocalStorage(game) {**

**localStorage.setItem('board', game.toArray().join(","));**

**localStorage.setItem('score', game.score);**

**localStorage.setItem('moves', game.moves);**

**}**

**// extending jQuery for animation**

**$.fn.extend({**

**animateCss: function (animationName) {**

**var animationEnd = 'webkitAnimationEnd mozAnimationEnd MSAnimationEnd oanimationend animationend';**

**$(this).addClass('animated ' + animationName).one(animationEnd, function() {**

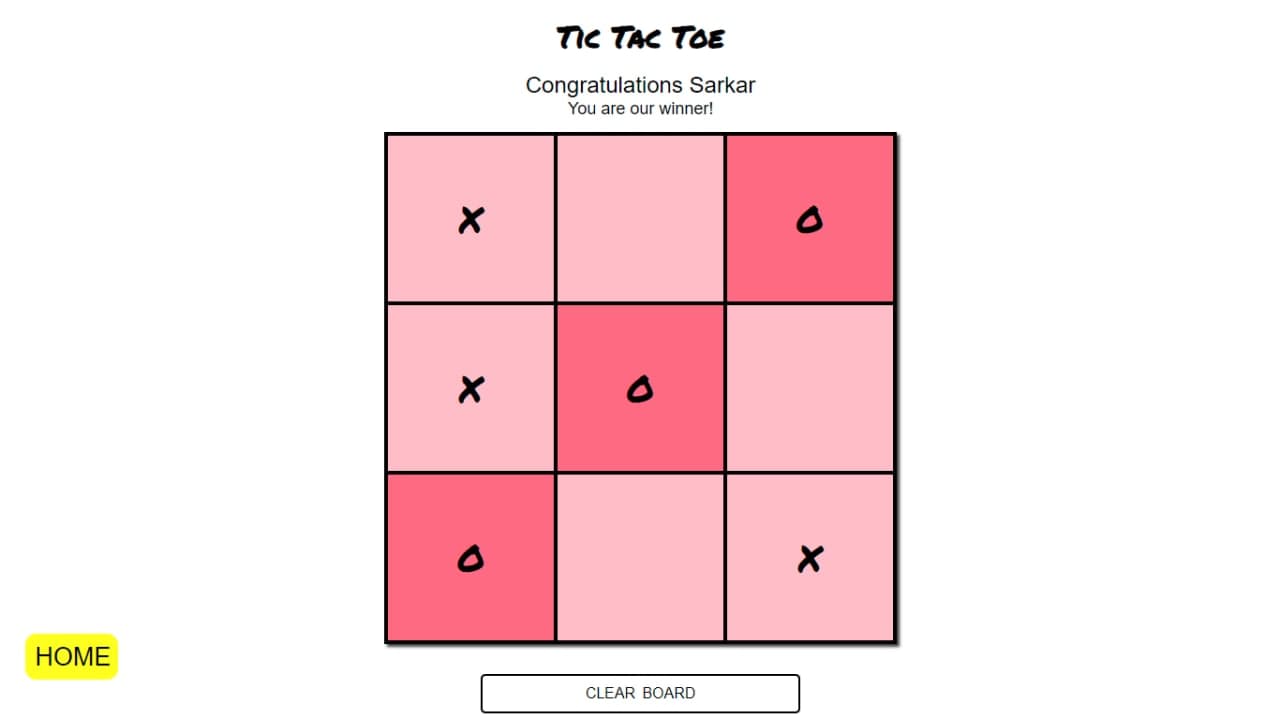
**$(this).removeClass('animated ' + animationName);**

**});**

**}**

**});**

Tic-tactoe



**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8">**

**<meta name="viewport" content="width=device-width, initial-scale=1.0">**

**<title></title>**

**<meta name="author" content="Rob Hitt">**

**<meta name="description" content="Tic Tac Toe">**

**<link href="https://fonts.googleapis.com/css?family=Permanent+Marker" rel="stylesheet">**

**<link rel="stylesheet" href="css/master.css" type="text/css">**

**<script type="text/javascript" src="js/main.js"></script>**

**</head>**

**<body>**

**<div>**

**<h1 class="header">Tic Tac Toe</h1>**

**</div>**

**<div class="enter-players">**

**<form id="player-form">**

**<div class="player-container">**

**<label for="player1">Player 1</label>**

**<input type="text" placeholder="enter name" name="player1" id="player1" class="input-field" />**

**</div>**

**<div class="player-container">**

**<label for="player2">Player 2</label>**

**<input type="text" placeholder="enter name" name="player2" id="player2" class="input-field" />**

**</div>**

**<input type="submit" class="submit-btn" value="Start Game" />**

**</form>**

**</div>**

**<div class="board\_\_main hide-container">**

**<div class="board\_\_\_player-turn"></div>**

**<div class="board\_\_container">**

**<div class="board\_\_cell">**

**<div class="letter" data-id="0"></div>**

**</div>**

**<div class="board\_\_cell">**

**<div class="letter" data-id="1"></div>**

**</div>**

**<div class="board\_\_cell">**

**<div class="letter" data-id="2"></div>**

**</div>**

**<div class="board\_\_cell">**

**<div class="letter" data-id="3"></div>**

**</div>**

**<div class="board\_\_cell">**

**<div class="letter" data-id="4"></div>**

**</div>**

**<div class="board\_\_cell">**

**<div class="letter" data-id="5"></div>**

**</div>**

**<div class="board\_\_cell">**

**<div class="letter" data-id="6"></div>**

**</div>**

**<div class="board\_\_cell">**

**<div class="letter" data-id="7"></div>**

**</div>**

**<div class="board\_\_cell">**

**<div class="letter" data-id="8"></div>**

**</div>**

**</div>**

**</div>**

**<div class="reset reset--hidden">**

**<div class="reset\_\_text">**

**</div>**

**<button class="replay-btn" value="replay">**

**<span class="clear-board">Clear Board</span>**

**</button>**

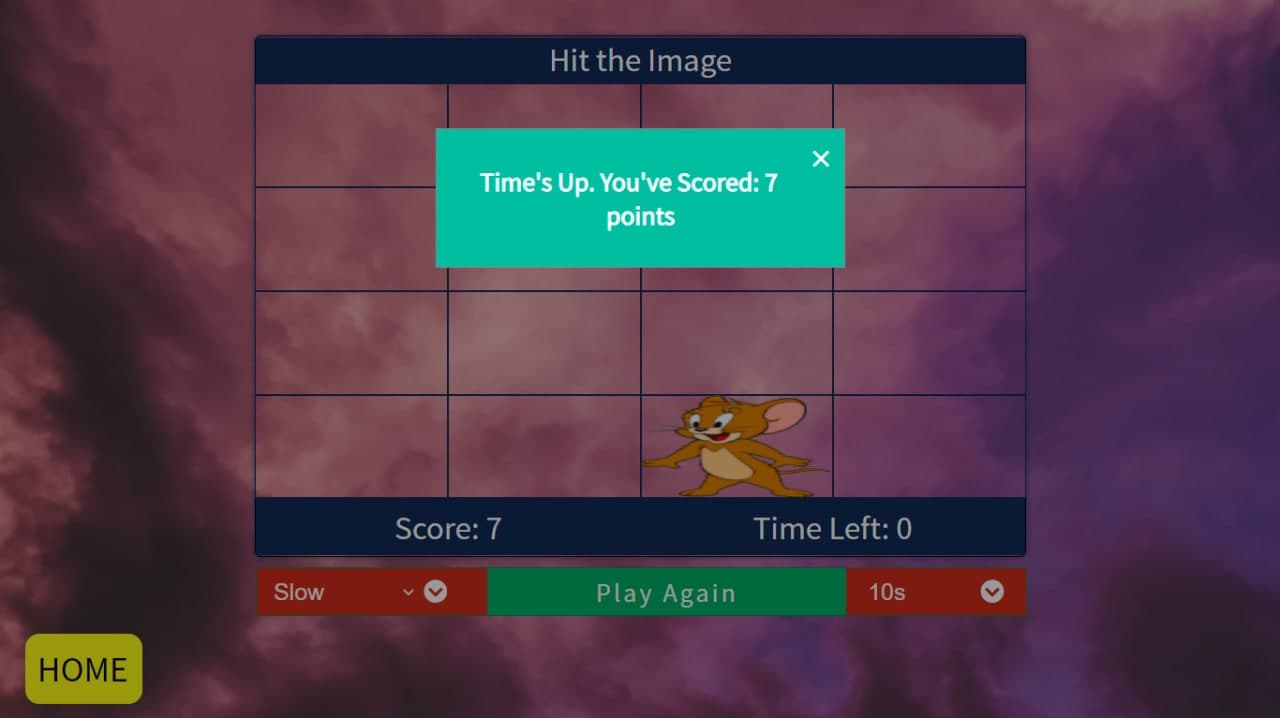
**</div>**

**<div style="position: absolute;top: 88%;left: 2%;border-radius: 12px;color: black;background-color: yellow;font-size: 27px;padding: 10px;height: 49px;width: 99px;"><a href="D:/bin/One%20for%20all/homepage.html" style="text-decoration: none;color: black;">HOME</a></div>**

**</body>**

**</html>**

**WHACK-A-JERRY**

****

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8">**

**<meta name="viewport" content="width=device-width, initial-scale=1.0">**

**<link rel="stylesheet" href="game\_style.css">**

**<link href="https://fonts.googleapis.com/css?family=Noto+Sans+JP&display=swap" rel="stylesheet">**

**<script src='https://kit.fontawesome.com/a076d05399.js'></script>**

**<title>WhackAMole</title>**

**</head>**

**<body>**

**<div class="container">**

**<div class="title"><span>Hit the Image</span></div>**

**<div class="game-container">**

**<div class="block" id="1"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="2"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="3"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="4"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="5"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="6"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="7"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="8"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="9"> <img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="10"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="11"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="12"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="13"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="14"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="15"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="16"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**<div class="block" id="16"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

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**<div class="block" id="16"><img src="https://upload.wikimedia.org/wikipedia/en/2/2f/Jerry\_Mouse.png" alt=""></div>**

**</div>**

**<div class="result-container">**

**<div class="score">Score: <span id="score\_\_text">0</span></div>**

**<div class="time-left">Time Left: <span id="timer">--</span></div>**

**</div>**

**<div class="controls">**

**<!-- <div class="speed">Normal</div> -->**

**<div class="speed\_\_div box" >**

**<select id="gameSpeed">**

**<option value="1000">Slow<i class='fas fa-chevron-circle-down'></i></option>**

**<option value="750">Normal</option>**

**<option value="500">Fast</option>**

**</select>**

**<i class='fas fa-chevron-circle-down'></i>**

**</div>**

**<div id="play"><p id="play\_\_text">Play Game</p></div>**

**<!-- <div class="duration"><input type="number" name="" id="durationFromUser" max="120" value="60"></div> -->**

**<div class="duration">**

**<select id="dur\_\_drop">**

**<option value="10">10s</option>**

**<option value="30">30s</option>**

**<option value="60">60s</option>**

**</select>**

**<i class='fas fa-chevron-circle-down'></i>**

**</div>**

**</div>**

**</div>**

**<!-- The Modal -->**

**<div id="myModal" class="modal">**

**<!-- Modal content -->**

**<div class="modal-content">**

**<span class="close">&times;</span>**

**<p>Time's Up. You've Scored: <b><span id='modal--score'></span></b> points</p>**

**</div>**

**</div>**

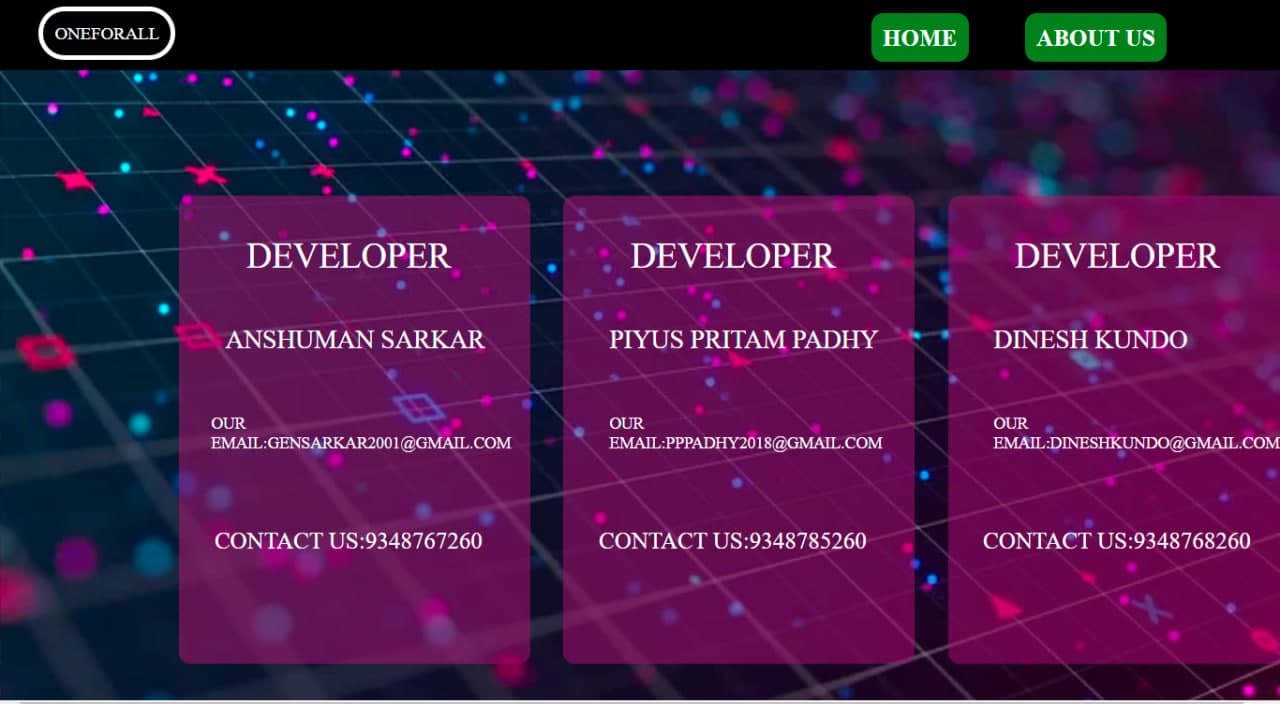
**<div style="position: absolute;top: 88%;left: 2%;border-radius: 12px;color: black;background-color: yellow;font-size: 27px;padding: 10px;height: 40px;width: 80px;"><a href="D:/bin/One%20for%20all/homepage.html" style="text-decoration: none;color: black;">HOME</a></div>**

**<script src="game\_script.js"></script>**

**</body>**

**</html>**

**About us**

****

**<!DOCTYPE html>**

**<html>**

**<head>**

**<title>aboutus</title>**

**</head>**

**<body style="background: url(https://motionarray.imgix.net/preview-182524-uRs3JTgMXZ-high\_0012.jpg?w=660&q=60&fit=max&auto=format);background-size: cover;">**

**<div style="position: absolute;top: 0%;left: 0%;width: 100%;height: 60px;background-color: black;"></div>**

**<div style="position: absolute;top: 1%;left: 3%;border: 4px solid white;border-radius: 23px;padding: 10px;font-size: 15px;color: white;">ONEFORALL</div>**

**<h1 style="position: absolute;top: -2%;left:68%;color: white;text-decoration: none;"><a href="homepage.html" style="color: white;text-decoration: none;font-size: 20px;background-color: green;padding: 10px;border-radius: 10px;">HOME</a></h1>**

**<h1 style="position: absolute;top: -2%;left:80%;color: white;text-decoration: none;"><a href="#" style="color: white;text-decoration: none;font-size: 20px;background-color: green;padding: 10px;border-radius: 10px;">ABOUT US</a></h1>**

**<div style="position: absolute;top: 28%;left: 14%;height: 400px;width: 300px;background-color:#971b778c;border-radius: 10px;"><p style="position: absolute;top: 1%;left: 19%;color: white;font-size: 30px;">DEVELOPER</p><p style="position: absolute;top: 22%;left: 13%;color: white;font-size: 22px;">ANSHUMAN SARKAR</p><p style="position: absolute;top: 43%;left: 9%;color: white;font-size: 14px;">OUR EMAIL:GENSARKAR2001@GMAIL.COM</p><p style="position: absolute;top: 66%;left: 10%;font-size: 20px;color: white;">CONTACT US:9348767260</p></div>**

**<div style="position: absolute;top: 28%;left: 44%;height: 400px;width: 300px;background-color:#971b778c;border-radius: 10px;"><p style="position: absolute;top: 1%;left: 19%;color: white;font-size: 30px;">DEVELOPER</p><p style="position: absolute;top: 22%;left: 13%;color: white;font-size: 22px;">PIYUS PRITAM PADHY</p><p style="position: absolute;top: 43%;left: 13%;color: white;font-size: 14px;">OUR EMAIL:PADHYPIYUS@GMAIL.COM</p><p style="position: absolute;top: 66%;left: 10%;font-size: 20px;color: white;">CONTACT US:9348785260</p></div>**

**<div style="position: absolute;top: 28%;left: 74%;height: 400px;width: 300px;background-color:#971b778c;border-radius: 10px;"><p style="position: absolute;top: 1%;left: 19%;color: white;font-size: 30px;">DEVELOPER</p><p style="position: absolute;top: 22%;left: 13%;color: white;font-size: 22px;">DINESH KUNDO</p><p style="position: absolute;top: 43%;left: 13%;color: white;font-size: 14px;">OUR EMAIL:DINESHKUNDO@GMAIL.COM</p><p style="position: absolute;top: 66%;left: 10%;font-size: 20px;color: white;">CONTACT US:9348768260</p></div>**

**</body>**

**</html>**

1. **CONCLUSION & LIMITATIONS**
   1. **CONCLUSION**

The project was based on among us ludo in JavaScript and we finally achieve the objective of enhancing our coding skills and basically anyone can relax by playing our game and it basically represents our creativity and representing ludo in a different creative way.

On completion of assigned project, we are now able to know the concepts of JavaScript and the project done by us depicts the utilization of those basic concepts when implementation part is concerned ranging from syntax of JavaScript, writing html tags and designing the page and various JavaScript function, connecting pages, functions used for running of our game.

From this project we really implemented the basic concepts that we really learn as beginner level and it cleared the concept regarding the coding as well as on the concepts of JavaScript.

And finally, at last we really enjoyed the project that is among us ludo.

**REFERENCE/BIBLIOGRAPHY**

|  |
| --- |
| **WEBSITES** |
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