**A REPORT ON**

# FLYING BALL GAME BY OPEN GL

SUBMITTED TO THE SAVITRIBAI PHULE PUNE UNIVERSITY, PUNE IN THE PARTIAL FULFILLMENT OF THE REQUIREMENT FOR

OF

# MINI PROJECT FOR COMPUTER GRAPHICS

# (SECOND YEAR ENGINEERING)

**SUBMITTED BY**

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# Abstract

**The "Flying Ball Project" is an interactive 2D game aimed at improving player reﬂexes and hand-eye coordination. Built using OpenGL and GLUT, the game centers around a paddle that players control to catch a bouncing ball. As players successfully catch the ball, their scores increase, creating a competitive environment that encourages continuous improvement and engagement.**

**This project delves into essential game development principles, including graphics rendering, user interaction, and collision detection, making it an ideal introductory platform for aspiring game programmers. Through the implementation of real-time graphics, players experience a dynamic visual environment that enhances their gaming experience. The control mechanics are designed to be intuitive, allowing players to focus on improving their reﬂexes as they respond to the ball's unpredictable movements.**

**In addition to fostering individual skill development, the game also emphasizes the importance of competition, as players can strive to beat their earlier scores or challenge friends. This aspect not only makes the game more enjoyable but also promotes social interaction among players, a key part in many successful games.**

**Overall, the "Flying Ball Project" serves as a practical application of theoretical concepts in game design, offering a direct approach to learning about game mechanics and programming.**

**The skills acquired through this project can be foundational for further exploration in the gaming industry, paving the way for more complex game development endeavors.**

# Introduction

The Flying Ball Game offers an engaging challenge that evaluates players' reﬂexes and coordination. In this interactive experience, players control a rectangular paddle that moves left and right, aiming to catch a bouncing ball that changes direction randomly. The primary goal is to score points by successfully catching the ball while preventing it from falling beyond the paddle, adding an element of urgency to the gameplay.

This project serves as a practical demonstration of essential programming techniques and principles in game development. Key aspects include

real-time rendering, which creates a visually dynamic environment;

physics simulation, which governs the ball’s movement and collision with the paddle; and event-driven programming, which enables responsive player interactions. Each of these elements plays a crucial role in crafting a seamless and immersive gaming experience.

By engaging in the development of the Flying Ball Game, developers gain direct experience in creating interactive software applications. The project not only enhances technical skills but also fosters an

understanding of the underlying mechanics that drive successful game design. This foundation can lead to further exploration in the gaming industry, opening pathways to more complex projects and innovations.

In summary, the Flying Ball Game is more than just a fun activity; it serves as an educational tool that equips aspiring game developers with the knowledge and skills necessary to navigate the exciting world of game programming.

## Software Requirements

To successfully develop and run the Flying Ball Game, specific software and hardware requirements must be met.

### Operating System

The game can be developed and executed on multiple operating systems, including:

* **Windows**
* **macOS**
* **Linux**

### Development Environment

A suitable development environment is crucial for compiling and running the game. The following components are needed:

* **C++ Compiler : Options include:**
* **g++ (part of the GNU Compiler Collection)**
* **MSVC (Microsoft Visual C++)**
* **OpenGL Library : Essential for graphics rendering.**
* **GLUT (OpenGL Utility Toolkit) : Used for managing windows and handling user input.**

### Additional Libraries

While optional, integrating additional libraries can enhance the game’s functionality:

* **Free Type : Useful for advanced text rendering, allowing for improved visual presentation of scores and game instructions.**

### Hardware Requirements

The game requires certain hardware capabilities to function effectively:

* **A computer with a graphics card that supports OpenGL.**
* **A minimum of 4 GB RAM to ensure smooth performance during gameplay and development.**

### Integrated Development Environment (IDE)

Any C++ Integrated Development Environment (IDE) can be utilized, including:

* **Visual Studio**
* **Code : : Blocks**
* **Eclipse**

By meeting these software and hardware requirements, developers can create a robust environment for building and experiencing the Flying Ball Game.

**Code Compilation and Running by Terminal :-**

**To compile code by terminal we need to type this command :-**

**g++ -o compiled\_file game.cpp -lGl -lGLU -lglut**

**now , to run this compiled file we need to write this command :-**

**./compiled\_file**

**A diagram of a process

Description automatically generatedBlock Diagram**

## SOURCE CODE

**#include <iostream> #include <GL/glut.h> #include <cmath>**

**#include <cstdlib> // For rand()**

**#include <ctime> // For time()**

**#include <string> // For string manipulation**

**ﬂoat ballX = 0.0f; // Ball's X position**

**ﬂoat ballY = 0.0f; // Ball's Y position ﬂoat ballRadius = 20.0f; // Ball radius**

**ﬂoat ballSpeedX = 2.0f; // Ball speed in X direction**

**ﬂoat ballSpeedY = 2.0f; // Ball speed in Y direction**

**ﬂoat rectX = 0.0f; // Rectangle's X position**

**const ﬂoat rectWidth = 100.0f; // Width of the rectangle const**

**ﬂoat rectHeight = 20.0f; // Height of the rectangle**

**const ﬂoat moveSpeed = 30.0f; // Speed of rectangle movement**

**int score = 0; // Player's score**

**// Function to set a random direction for the ball void setRandomBallDirection() {**

**ballSpeedX = (rand() % 2 == 0 ? 2.0f : -2.0f) \* (1 + (rand() % 3)); // Random speed and direction ballSpeedY = (rand() % 2 == 0 ? 2.0f : -2.0f) \* (1 + (rand() % 3)); // Random speed and direction**

**}**

**// Initialization function void myInit() {**

**glClearColor(1.0, 1.0, 1.0, 0.0); // Set background color to white glMatrixMode(GL\_PROJECTION);**

**glLoadIdentity();**

**gluOrtho2D(-600.0, 600.0, -340.0, 340.0); // Set up the coordinate system**

**}**

**// Function to draw the score void drawScore() {**

**glColor3f(0.0f, 0.0f, 0.0f); // Set text color to black glRasterPos2f(-580.0f, 300.0f); // Position for the score**

**std::string scoreText = "Score: " + std::to\_string(score); for (char c : scoreText) {**

**glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_18, c); // Draw each character**

**}**

**}**

**// Keyboard function to handle user input**

**void keyboard(unsigned char key, int x, int y) { switch (key) {**

**case 'a': / Move left**

**rectX -= moveSpeed;**

**if (rectX < -600 + rectWidth / 2) rectX = -600 + rectWidth / 2; // Keep inside left wall break;**

**case 'd': / Move right rectX += moveSpeed;**

**if (rectX > 600 - rectWidth / 2) rectX = 600 - rectWidth / 2; // Keep inside right wall break;**

**}**

**glutPostRedisplay(); // Request to redraw**

**}**

**// Timer function for updating the ball's position void update(int value) {**

**ballX += ballSpeedX; ballY += ballSpeedY;**

**// Check for wall collisions**

**if (ballX + ballRadius >= 600 || ballX - ballRadius <= -600) {**

**ballSpeedX = -ballSpeedX; // Reverse direction**

**}**

**if (ballY + ballRadius >= 340) {**

**ballSpeedY = -ballSpeedY; // Reverse direction**

**}**

**// Check if the ball is caught by the rectangle**

**if (ballY - ballRadius <= -300 && ballX >= rectX - rectWidth / 2 && ballX <= rectX + rectWidth / 2) { score++;**

**std::cout << "Score: " << score << std::endl;**

**ballX = 0.0f; // Reset ball position**

**ballY = 0.0f;**

**setRandomBallDirection(); // Set random direction and speed for the ball**

**}**

**// Check for ground collision**

**if (ballY - ballRadius <= -340) {**

**std::cout << "Game Over! Final Score: " << score << std::endl;**

**exit(0); // End the game**

**}**

**glutPostRedisplay(); // Request to redraw**

**glutTimerFunc(16, update, 0); // Call update again after a short delay**

**}**

**// Displayfunction**

**void myDisplay() {**

**glClear(GL\_COLOR\_BUFFER\_BIT); // Clear the screen**

**// Draw the ball glBegin(GL\_TRIANGLE\_FAN); glVertex2f(ballX, ballY);**

**for (int i = 0; i <= 20; i++) {**

**ﬂoat angle = 2.0f \* 3.14159f \* ﬂoat(i) / ﬂoat(20);// Circle**

**ﬂoat x = ballRadius \* cosf(angle);**

**ﬂoat y = ballRadius \* sinf(angle); glVertex2f(ballX + x, ballY + y);**

**}**

**glEnd();**

**// Draw therectangle**

**glBegin(GL\_QUADS);**

**glVertex2f(rectX - rectWidth / 2, -300 - rectHeight / 2); glVertex2f(rectX + rectWidth / 2, -300 - rectHeight / 2); glVertex2f(rectX + rectWidth / 2, -300 + rectHeight / 2);**

**glVertex2f(rectX - rectWidth / 2, -300 + rectHeight / 2); glEnd();**

**drawScore(); // Draw the score**

**glutSwapBuffers(); // Swap the buffers.**

**}**

**// Main function**

**int main(int argc, char\*\* argv) {**

**srand(static\_cast<unsigned int>(time(0))); // Seed for random number generation**

**glutInit(&argc, argv); glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGBA);**

**glutInitWindowSize(1100, 600); // Set window size glutInitWindowPosition(100, 100); // Set window position glutCreateWindow("Catch the Ball Game"); // Create window**

**glutKeyboardFunc(keyboard); //Register keyboard function myInit(); // Call initialization**

**glutDisplayFunc(myDisplay); // Register display function**

**glutTimerFunc(0, update, 0); // Start the timer glutMainLoop(); // Enter the GLUT event loop**

**return 0;**

**}**

# Results

The Flying Ball Game effectively demonstrates fundamental game

mechanics and provides an engaging interactive experience for players. Through intuitive keyboard controls, players can move a paddle left and right to catch a bouncing ball, creating a dynamic and responsive gameplay environment. Each successful catch increases the player’s score, reinforcing the rewarding nature of the game.

The scoring system operates correctly, accurately reﬂecting the player’s performance. This immediate feedback is crucial for maintaining player engagement, as it encourages them to improve their reﬂexes and strive for higher scores. The game concludes when the ball falls below the paddle, at which point the final score is displayed in the console. This

feature allows players to assess their performance, fostering a sense of accomplishment and motivating them to play again.

The implementation of graphics is straightforward yet effective, utilizing OpenGL and GLUT to create a visually appealing environment. The game successfully showcases basic collision detection, ensuring that the ball interacts realistically with the paddle. This adds to the immersion, as players must react quickly to the ball's unpredictable movements.

Overall, the Flying Ball Game serves as a valuable educational tool, effectively illustrating key concepts in game development. It not only

provides a fun and engaging experience but also lays the foundation for more complex projects in the future. The successful integration of graphics, user input, and collision detection demonstrates the core principles of game design and programming, making this project a

**noteworthy accomplishment in the field.**

# Conclusion

The "Flying Ball Project" serves as an excellent introduction to game development using OpenGL and GLUT. Through this project, fundamental concepts such as graphics rendering, user input handling, and basic game physics were effectively implemented. By engaging with this project, developers can gain hands-on experience that reinforces theoretical knowledge and provides insight into the complexities of game design.

The game not only provides an enjoyable experience for players, but it also demonstrates how different components come together to create a cohesive interactive environment. Players can easily control the paddle using keyboard inputs, and the scoring system operates smoothly,

reinforcing the player's sense of achievement with each successful catch.

The straightforward mechanics make it accessible for beginners while still offering challenges that can enhance reﬂexes and coordination.

Furthermore, this project lays the groundwork for future endeavors in game design and development. It highlights the importance of integrating various elements, such as graphics, sound, and physics, to build more complex and engaging games. Future enhancements could include improved graphics to create a more visually appealing experience, the addition of sound effects to enhance immersion, and the introduction of advanced game mechanics, such as power-ups or varying ball speeds.

In summary, the Flying Ball Project not only showcases essential programming techniques but also inspires creativity and innovation in game development. By understanding the core principles demonstrated in this project, aspiring developers can explore more complex projects, paving the way for future success in the gaming industry. This project represents a valuable steppingstone toward mastering the art of game

programming.