**KATHMANDU UNIVERSITY**

SCHOOL OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

**PROJECT REPORT**

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**The Tank Game**

**A first year project report submitted in partial fulfillment**

**of the ENGG102 course.**

**By:**

**BishrutiSiku(Reg no.)**

**NitishDhaubadel**

**IkshaGurung**

**PranayPradhananga**

**SandipSahani**

**June 2010**

**CERTIFICATION**

**THE TANK GAME**

**Project report in partial fulfillment of the requirements for the ENGG 102 course.**

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This is to certify that the work carried out by Miss. BishrutiSiku, Mr. NitishDhaubadel, Mr.IkhsaGurung, Mr. PranayPradhanaga, Mr. SandipSahani for the completion of the project entitled **“The Tank Game”** as per the partial fulfillment of the requirement for the ENGG 102 course has been accomplished successfully.

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**Mr. Pankaj Raj Dawadi**

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**ABSTRACT**

As the part of our project work for the first year, we have come with the development of the   
“The Tank Game” which is a multiplayer arcade game.

This game draws its concept from *Nintendo’s* classic console arcade game “BATTLE CITY” developed in 1980. Ourgame has an option of playing with two of four players. Each pair of playersforms a team and has a seal. Objective of each team is to protect their seal, in the mean time destroy opponent seal. A level is won by a particular team which is able to destroy its opponent seal. There are altogether 13 different levels to play each with a new stage setup. Other main feature of the game include joysticks enabled game play, computer controlled enemies, sound effect, hall of fame, delightful graphics and score board.

Game is completely coded using the C programming language, using an Integrated Development Environment *BloodShedDevCpp 4.9.9.1.*The game makes extensive use of third party game development library *Simple Direct Media Layer(SDL).* This package provides us with the features to import user designed graphics into the game, add sounds and joysticks, enable window based playing and provides us with special functions, variable and constants to handle game play. Over all, it is an interesting multiplayer game and meets the requirements of most users.

**ACKNOWLEDGEMENT**

It is to acknowledge and show appreciation to all who have facilitated us complete this project. We extend our gratitude to all who have deliberately or unknowingly added the brick in the completion of this project. We enjoyed the duration of the work studying different modules and creating this report. Sharing of the ideas has been the most vital triumph of the development of this project.

First of all, we would like to articulate our gratitude towards Mr. Pankaj Raj Dawadi (Department of Computer Science and Engineering) for letting us carry out this project and co-operating with us to help us carry our project smoothly. Secondly, we would also like to extend our thanks to Mr. SangeetDahal and Mr. PrajwolRupakheti for providing their valuable suggestions during the development project work. We would like to acknowledge their help in the development of this project.

Finally we are grateful toAssistant Professor ManojShakya and Assistant Professor NirajShrestha for their teachings and programming knowledge which provided us with the ability to successfully compete our project.

Here again thanking those beautiful hands and great minds that have helped us to complete this report.

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