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**American International University-Bangladesh**

**Bouncing Ball**

**Final Project Submission**

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# **Introduction:**

Our project is based on game. The name of our project is “Bouncing Ball”. This is a 2D game. At the beginning an option bar will appear to either start the game or quit screen. Selecting quit will close the window. Selecting play option will start the game. A ball will appear that can move up and down. From the right side of the window, some objects will come. The player has to avoid the objects to continue playing. The player will have one life. If an object hits the ball, the game will be over. Then another screen will appear counting the score. The player can type R or r to play the game again.

Score will be based on the player’s performance. That’s all about our project.

We used C++ for making the project.

# **Objective:**

We developed the game to give good experience to the players. Players will feel good whenever they’ll play our game this is our main goal. Players will like and love our game to play this is the objective of our project.

# **Methodology/ System Implementation Method:**

In this project, we used lots of header files and functions to build the game.

The headers files are #include<windows.h>, #include<stdlib.h>, #include<math.h>, #include<GL/glut.h>, #include<string.h> & #include<mmsystem.h>.

Now we used some functions they are: initRendering(), key(), case(), PlaySound() and so on.

In our game, we have built objects such as ball and Triangles, archer, etc. We used line loop & point to draw blocks. For archer we used lines, triangles & quads. We used sound function. We have created library files for ball and moving triangles and used them as header file ine the main file. We use a function to integrate all the atomic things. We used keyboard function. Whenever player press the up arrow the ball will goup and down by pressing down arrow.

# **Conclusion:**

At the time of developing the project, in our mind we think about player’s expectation. What a player will be expect from the game which can be graphics, sound, user friendliness, etc. We developed the game by caring these things. Hopefully players will like and love it. They’ll enjoy and have fun whenever they’ll play the game.

# **Screenshot of the System:**

