



➤ TITLE OF THE PROJECT :

**“BOUNCING BALL ”**

To be carried out at

**NMAM INSTITUTE OF TECHNOLOGY**  
**NITTE – 574110**

➤ TEAM MEMBERS :

1. ABHISHEK GOWDA R M  
21MCA01
2. AMISHA  
21MCA107
3. AJAY S NAYAK  
21MCA106

➤ PROJECT SUBMITTED TO:

Mrs. Pallavi Shetty  
Associate Professor  
Department of MCA  
NMAMIT, Nitte - 574110

➤ LANGUAGE USED :

C-Programming Language

➤ DESCRIPTION ABOUT THE PROJECT :

Creating a simple bouncing ball game using Data structures. In the console interface, the ball keeps moving. It reverses course when it comes into contact with the border. The ball is caught by the control stick, and the score is increased by one. The game is over if the ball is not caught, Controlling the ball's movement direction via a variable is crucial to the effect of the ball movement. These variable changes depending on the boundary encountered and its current value, therefore the direction of flight is in the exact opposite direction

Then, to conclude the game, set the ball to only hit the lower boundary where the stick is positioned, rather than touching the lower boundary where the stick is located

➤ OPERATING SYSTEM : Windows XP and Above

➤ IDE TOOL : Dev-C / Codeblocks