Computer graphics and visualization  
Bull’s eye Project synopsis

INSTRUCTOR: V Badri Prasad

horizontal line

# Abstract

The aim of this project is to implement a game which we call as **Block Shooting Game**. This game contains **rectangular objects** ( boxes ) as targets, which has to be shot down using available number of **arrows**. We have made use of **OpenGL API, GLUT Library** and the C Programming Language to build our game the Block Shooting Game.

# Flow chart

The window size is defined as 1000 by 1000 with a background of black color(0,0,0),the arrow starts at the position x=25 and y=50,the arrow moves upward i.e the y value is incremented by the value of 3 every time and when the value reaches ymax than its reinitialized to its initial position.

The objects are placed at fixed locations at the right hand side of the screen. When the arrow hits the object i.e when the x value of the arrow matches the x value of an object to its corresponding y value,than the object is said to be hit by the arrow. After hit by the arrow the object changes its color and size.

When the ‘r’ key is pressed,the arrow is released and the x value is increased with the constant value of y.

When the x and y values of arrow match with the x and y value of the object,a counter for that object is set and when all the counter are set for the given number of arrows,you have won or else you have lost.