

## **ABSTRACT**

The main theme of this project is to display the Aeroplane flying from one end to another end or to reach the destination successfully with basic computer graphics. This graphics package is based on the OpenGL library functions. The programming language used here is C using OpenGL libraries.

In this game an Aeroplane flying from one end to another end and reach the destination successfully by crossing all the obstacles which occur in the path of the plane, the player has to control the plane upwards and downwards using the keyboard to avoid the collision with obstacles.

This game consists of three level in each level of speed of the plane as well as the speed of the obstacles going to increase, if a collision occurs between plane and obstacles then the game will be over. And in the end, it will show us the number of levels successfully completed by the player.