**VSM’s SOMASHEKHAR R. KOTHIWALE INSTUTUTE OF TECHNOLOGY, NIPANI**

**Academic Year 2021-22**

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A

Mini Project Report

On

**“PATH FINDING GAME USING OPENGL”**

Submitted By

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Under the guidance of:

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**2021-2022**

**VSM’s SOMASHEKHAR R. KOTHIWALE INSTUTUTE OF TECHNOLOGY, NIPANI**

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**CERTIFICATE**

This is to certify that **Mr. NIYAJ KUMANALI** bearing USN: **2VS19CS013** has satisfactorily given the submitted the mini project titled **“PATH FINDING GAME USING OPENGL”** and have orally presented the same. This mini project report is submitted here for the award of Bachelor of Engineering Degree in Computer Science and Engineering by Visvesvaraya Technological University, Belagavi.

**GUIDE** **HOD, CSE PRINCIPAL**

Prof. Neelamma S Prof. Mahesh Marigeri Dr. Umesh P. Patil

**ACKNOWLEDGEMENT**

Projects are an important part of our education. They broaden our imagination and improve our skills. This project of Computer Graphics has immensely increased our knowledge of the subject and has been an enjoyable learning experience. We sincerely thank the Visvesvaraya Technological University for providing a platform to present our project.

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Also we thank the member of the faculty of Computer Science & Engineering department whose suggestion enable us to surpass many of the seemingly impossible hurdles.

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NIYAJ KUMANALI

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**ABSTRACT**

“PATH FINDING GAME USING OPENGL” is a 2D Maze game. The game is created using OpenGL where the player tries to solve the maze. The objective of the game is to navigate through the maze and complete the game within a minute then he wins the game either he loses the game.

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