**A**

**MINI PROJECT REPORT**

**ON**

**“Lost Adventurer game”**

**BY**

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**TECHNICAL CAMPUS AKOLE 2021-2022**

* **Introduction:**

The lost adventurer game is an adventure game. This whole game or the project uses java and some swing component to make it look astonishing. You have to make the game protagonist reach this home.

* **Purpose of the system:**

Aim of the project is to develop a Lost Adventurer game using the technology Java. It is a classic video game . A boy is walking on a site. By pressing arrow keys he will move left and right and by pressing space he will jump to avoid obstruction in site. When we press control boy will shoot the bullet which help him to kill eagle and save himself. When boy is fall in valley while walking on site game will end there.

The home page of the game is consist of multiple point like Play, Intro, Guide, Credits and Exit.

**Play** – User can start play the game by using play tab button.

**Intro** – Hunger, wind, pain, loss. The light of down. The sense of loss. You wake up in the mountains. You have lost something. Something important. You have lost everything. Your way, your memories, everything…

All you know that IT is here. Somewhere here, And you have to find it…And you don’t even remember what or where it is.

**Guide** – Move character with the arrow keys. Pressing space makes the character jump. Control key shoots bullets. Contact with an enemy or falling into an abyss or ground results in death.

**Credits** – This tab holds all about the credit or score of the game.

**Exit** – User can exit the game by using Exit tab.

* **The objective of the system:**

The main purpose of LOST Adventure game is user can play a game individual with a system.

* **Existing system:**

Adventure Game Studio (AGS) is an open source development tool that is primarily used to create graphic adventure games. It is aimed at intermediatelevel game designers, and combines an Integrated development environment (IDE) for setting up most aspects of the game with a scripting language based on the java programming language to process the game logic.

* **Scope:**

Anyone can play this game from the age of teen to adult .

* **Windows:**

This project can easily be configured on the Windows operating system. For running this project on the Windows system all we need is to install JDK and IDE(Eclipse).

* **Hardware Requirements:**

* + Processor: Intel i5 10th gen/Ryzen 5
  + Memory: Min 4GB Disk
  + RAM: 2GB or Above
  + Input Devices: Keyboard, Mouse
  + Disk Space: Min 1GB

* **Software Requirements:**

* + Windows 7/8/10
  + Java Virtual Machine

* **Tools used for development:**

JDK

* **Languages:**

Java