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DECLARATION

I hereby declare that this submission is my own work and that, to the best of my knowledge and belief, it contains no material previously published or written by another person nor material which to a substantial extent has been accepted for the award of any other degree or diploma of the university or other institute of higher learning, except where due acknowledgment has been made in the text.

Signature

Name

Roll No.

Date

CERTIFICATE

This is to certify that Mr. / Ms._____ has partially completed / completed / not completed the 6-Month Industrial Training during the period from _____ to_____ in our Organization / Industry as a Partial Fulfillment of Degree of Bachelor of Technology in Computer Science Engineering. He / She was trained in the field of _____ .

Signature & Seal of Training Manager

Note: This certificate must be typed on the company letter head.

ACKNOWLEDGEMENT

It gives us a great sense of pleasure to present the report of the B. Tech Project undertaken during B. Tech. Final Year. We owe special debt of gratitude to Professor Shahina Anjum, Department of Computer Science & Engineering, IEC College of Engineering & Technology, Greater Noida for his constant support and guidance throughout the course of our work. His sincerity, thoroughness and perseverance have been a constant source of inspiration for us. It is only his cognizant efforts that our endeavors have seen light of the day.

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We also do not like to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind assistance and cooperation during the development of our project. Last but not the least, we acknowledge our friends for their contribution in the completion of the project.

Signature:

Name   :

Roll No.:

Date   :

ABSTRACT

This project presents the development of a Bouncing Ball Game using Python and the PyGame library. The game involves a ball that bounces off a paddle controlled by the player, with the objective of preventing the ball from falling. It integrates key features such as a lives system, high score tracking, restart and quit options, background image, and sound effects to enhance the gaming experience. The use of the PyGame library enabled efficient handling of game loops, collision detection, event management, graphics, and audio integration. This project not only provides an engaging and interactive game but also serves as a foundation for future enhancements such as difficulty levels, power-ups, and brick-breaking mechanics.

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