

PROJECT REPORT



Programming in C

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1. Introduction

This project presents a Simple Running Game developed in C. The player must jump over obstacles using keyboard input. Failing to jump results in game over.

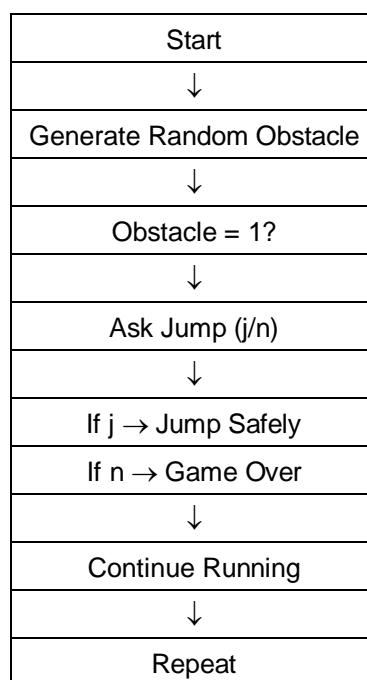
2. Objectives

- To understand decision making in C.
- To apply random number generation in gameplay.
- To implement a simple interactive console game.

3. System Requirements

- Operating System: Windows/Linux
- Software: GCC Compiler
- RAM: Minimum 2 GB

4. Flowchart



5. Working and Explanation

The game continuously generates random obstacles. The player must press 'j' if an obstacle appears. If the user does not jump, the game terminates.

6. Source Code

```
#include  
#include  
#include
```

```
int main() {
    int obstacle;
    char choice;

    srand(time(NULL));
    printf("Simple Running Game\n");
    while (1) {
        obstacle = rand() % 2;
        if (obstacle == 1) {
            printf("Obstacle ahead! Jump? (j/n): ");
            scanf(" %c", &choice);
            if (choice == 'j' || choice == 'J') printf("You jumped safely!\n");
            else { printf("You hit the obstacle! Game Over.\n"); break; }
        } else printf("Running safely...\n");
    }
    return 0;
}
```

7. Sample Output

Running safely... Obstacle ahead! Jump? (j/n): j You jumped safely!

8. Conclusion

This mini-project demonstrates basic game logic, conditional statements, and random number generation in C. It is an excellent beginner-level C project.

9. References

- C Programming Language – Dennis Ritchie
- TutorialsPoint
- GeeksforGeeks