VISVESVARAYA TECHNOLOGICAL UNIVERSITY

Jnana Sangama, Belagavi-590018

A MINI PROJECT REPORT

ON

"MAZE GAME"

Submitted in partial fulfillment of the requirement for award of degree

of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING

by

ADITYA SINHA	**1EP16CS003**
KUMAR HARSH MATHURI	**1EP16CS045**

Under the guidance of

Mr. Praveen Pawaskar   **Mrs. Supritha R.**
Asst. Prof., Dept. of CSE,   **Asst. Prof., Dept. of CSE,**
EPCET   **EPCET**

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Jnana Prabha, Bidarahalli, Virgo Nagar Post, Bengaluru, Karnataka 560049

2018-2019

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
Jnana Prabha, Bidarahalli,Virgo Nagar Post, Bengaluru, Karnataka 560049

CERTIFICATE

This is to certify that the mini project work entitled "**MAZE GAME**" is a bonafide work carried out by **ADITYA SINHA [1EP16CS003] and KUMAR HARSH MATHURI [1EP16CS045]** in the partial fulfillment of the requirements of VI semester of **BACHELOR OF ENGINEERING** in **COMPUTER SCIENCE AND ENGINEERING** in **VISVESVARAYA TECHNOLOGICAL UNIVERSITY**, **Belagavi**, during the year **2018-2019.** It is certified that corrections/suggestions recommended for the project have been incorporated in the report. The project report has been approved as it satisfies the academic requirements in respect of **COMPUTER GRAPHICS LABORATORY WITH MINI PROJECT (15CSL68)** prescribed for the Bachelor Degree in Engineering.

_____   _____   _____

Signature of Guide   **Signature of Guide**   **Signature of HOD**
Mr. Praveen Pawaskar   **Mrs. Supritha R.**   **Dr. Josephine Prem Kumar**
Asst. Prof. Dept. of CSE, **Asst. Prof. Dept. of CSE,** **Professor and HOD, CSE,**
EPCET, Bangalore   **EPCET, Bangalore**   **EPCET, Bangalore**

 Name of the Examiners   **Signature with date**

1. ………………………………………..   …………………………………………..

2. ………………………………………..   …………………………………………..

ACKNOWLEDGEMENT

Firstly, We thank the **Management and Principal of East Point College of Engineering and Technology**, Bangalore for providing us an opportunity to work on this project. It gives us immense pleasure to express our deep sense of gratitude to our Principal and whose words of advice have always been a constant source of inspiration for us.

We would like to express our heartfelt thanks to **Dr. Josephine Prem Kumar**, Professor and Head of Department of Computer Science and Engineering, EPCET for her valuable advice and encouragement that she gave us in completing this project.

We are obliged to **Mr. Praveen Pawaskar,** Assistant Professor, Dept. Of CSE, and **Mrs. Supritha R.**, Assistant Professor, Dept. of CSE, who rendered their valuable assistance as the project guides.

Finally, We offer our regards to all the faculty members of CSE department and all those who supported us in any respect during the project.

ADITYA SINHA [1EP16CS003]

KUMAR HARSH MATHURI [1EP16CS045]

ABSTRACT

This project "MAZE GAME" has been created using OpenGL interface along with the GLUT(Graphics Library Utility Toolkit). This project has been designed in simple manner and can run on many platforms with few changes in the code.

Maze Game is basically a puzzle, which has one player. The player uses arrow keys to simulate the point from the source(indicated by a green point) to destination(indicated by red point). The normal termination of program is when the user reaches the destination point in a given time.