**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.

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**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.** ………………………………………….. ………………………………………..

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**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.