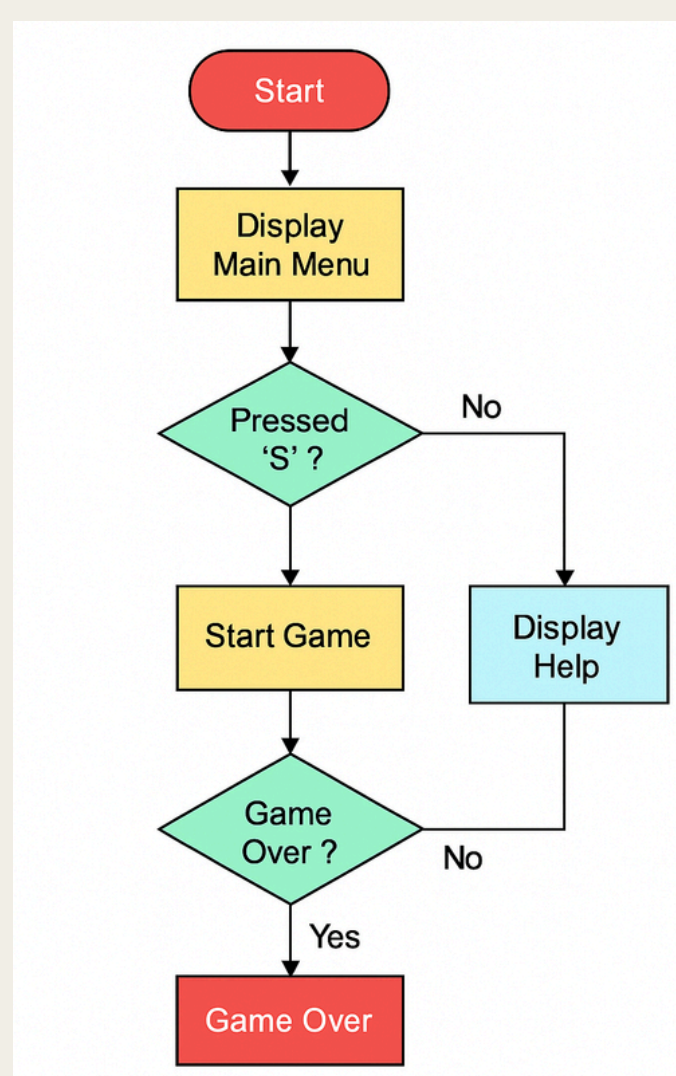


ROCKET SHOT – A COMPUTER GRAPHICS GAME PROJECT

ABSTRACT

- A 2D shooting game built using C and graphics.h.
- Player fires rockets to hit falling targets and avoid collisions.
- Shows basic graphics functions, movement, and scoring.

SYSTEM DIAGRAM



OBJECTIVES

- To create an interactive and visually engaging shooting game.
- To understand and apply basic computer graphics algorithms.
- To implement user controls and score-based level progression.
- To provide an entertaining learning example for beginners in graphics programming.

OUTPUT

ROCKET SHOT

Press s to start

Press h to help

Press e to exit

FUNCTIONALITIES

- Movement of rocket using arrow keys.
- Firing bullets using the 'F' key.
- Increasing level and difficulty with score.
- Game ends when shots are 0 or rocket collides with target.

TECHNOLOGY STACK

Component	Technology Used
Language	C Programming
Graphics Library	graphics.h
Platform	Turbo C++
Concepts Used	Line, Circle, Fill, Sound, Delay

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