

MINI-PROJECT – 1

(2020-2021)

SYNOPSIS



Institute of Engineering & Technology

STONE PAPER SCISSOR GAME

Group No. –

Group Member:-

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About the Project:-

Stone Paper Scissor (Web-based Game) is perfect for this game Lovers, that allows users to play this game with computer ,the random function which is used here generates one of the three stone or paper or scissor and it is then compared with our choice and the result is printed as won,lose or tied.

It will be great fun for players to try their luck in this game in their free time, as victory or defeat totally depends on their luck in this this game.

Our major objective will be to make this web based Game as much user friendly as we can and providing them a good way to spend their free time.

Motivation:-

Scope about the project is that the project will make use in future prespective or like that the main aim is to develop a project to make it a useful and dynamic project so we will take this project as a major project for final year and for useful to the society to make the good use of it .

The innovative in this project is that it is a dynamic and web based project and some content of animation .

Project planning:-

I proceed to complete this project first I will make a rough chart or so to make the idea of it that my project take how much of time for completion and also the time taken to learn the languages like HTML,CSS and JS for my project .

And for making my project Dynamic I required the connectivity from the Notejs or from MongoDB to make my project as dynamic.

Tools Required:-

a) Hardware:

- Latest configuration Laptop

b) Software:

1. Visual Studio (Version 1.48)
2. Tools:-
 - HTML5
 - CSS3
 - JAVASCRIPT
 - BOOTSTRAP
 - NOTEJS OR MONGODB

Signature of Project Guide:-