

**Department of Computer Science & Engineering**

# Problem Solving with C Laboratory-UE19CS152

Jan-May, 2020

# Mini - Project Synopsis

**Date: 09-03-2020**

**TITLE:** Cluster of games using C Language

**Objectives:** Trying to create games in C language by using various libraries. Included games are Snake game, Hangman, Tic tac toe.

**Description in points:**

* Hangman is used often by teachers to practice spelling, vocabulary and just for fun.
* Tic-Tac-Toe is an adversarial environment where each player’s goal is to minimize the opponent’s score and thereby maximize their own score. This classic game contributes to children’s developmental growth in numerous ways including their understanding of predictability, problem solving and strategizing.
* Snake game is entirely created for player’s entertainment. This fun game takes the player back to the time when coll games were simple yet addictive. (*How long can you last before your tail becomes your dinner?*)

**Current Status of Implementation:**

As per the progress, Hangman and Tic tac toe are at the verge of completion and we are halfway done with the snake game.

**Team Details:**

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| **#** | **Name** | **SRN** | **Signature of Student** | **Remarks by Faculty** |
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