VISVESVARAYA TECHNOLOGICAL UNIVERSITY
Belgaum-590014

Project Report
On
"OSMOS"
Submitted in partial fulfillment of the requirements for the VI Semester

Computer Graphics and Visualization Lab (10CSL67)

Bachelor of Engineering
IN
COMPUTER SCIENCE AND ENGINEERING

For the Academic year
2014-2015

BY

RITVIK GAUTAM	1PE12CS131
SHREY RUPANI	1PE12CS152

Department of Computer Science and Engineering
PESIT BANGALORE SOUTH CAMPUS
HOSUR ROAD
BENGALURU-560100

PESIT BANGALORE SOUTH CAMPUS
HOSUR ROAD
BENGALURU-560100

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that the project entitle **"OSMOS"** *is a bona fide work carried out by* **RITVIK GAUTAM** *and* **SHREY V RUPANI** *bearing USN* **1PE12CS131** *and* **1PE12CS152** *respectively, in Computer Graphics and Visualization Lab (10CSL67) for the 6th Semester in partial fulfillment for the award of Degree of Bachelor of Engineering in Computer Science and Engineering of Visvesvaraya Technological University, Belgaum during the year*
2014-2015.

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Signature of the guide   *Signature of the HOD*

Mr. Ravi Dixit   **Dr. Srikanta Murthy K**
Associate Professor, Dept. of CSE   HOD, Dept. of CSE
PESIT BSC, Bengaluru.   PESIT BSC, Bengaluru.

ACKNOWLEDGEMENT

ABSTRACT

This project is a game where the player controls a cube with the help of a mouse. There are multiple other cubes of various size, smaller and bigger than the player's cube, going around the window in random motion. The player has to 'eat' the smaller cubes and dodge the bigger cubes. As the player 'eats' the smaller cubes, the player's cube increases in size and if it collides with a bigger cube, then the player's cube is 'eaten' and decreases in size. The objective of the game is to become the biggest cube in the entire window in minimum time. The player lose if you become the smallest cube in the game.

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