**BUGS / ERRORS NOT CORRECTED:**

THIS GAME CONTAINS :

* GRAPHICS.H ,WHICH IS INTENDED FOR THE CREATION OF GRAPHICAL IMPLEMENTATION OF THE GAME.
* DOS.H : WAS INTENTIONALY USED FOR THE INTERFACING OF THE HARD WARE WITH THE GAME,

SUCH AS: \*MOUSE,\*CREATING SOUND ETC.

THE ERRORS AND BUGS FOUND WERE:

* PROBLEM DURING THE IMPLEMENTATION OF THE

MOUSE POINTER INTERFACE TO THE PADDLE FOR ITS MOVEMENT.

* DURING THE INITIALIZATION OF KEY BOARD INTERFACE TO MOVE THE PADDLE. PROBLEM

OCCURRED TO MOVE THE PADDLE TO ITS LEFT AND RIGHT DIRECTION.

* OTHER ERRORS WERE CORRECTED AS THE CODING PROGRESSED.
* THE OTHER C++ COOMPILERS PRODUCED ERROR MESSAGES :” ERROR : GRAPHICS.H CANT BE INITIALIZED.”
* AND “BGI NOT SUPPORTED IN WINDOWS” ERROR.

COMPLIERS USED EARLIER WERE:

* BLOOD SHED DEV C++.
* MICROSOFT VISUAL C++ 6.0.
* BORLAND C++ 3.0
* ECLIPSE 3.0 FOR C/C++ DEVELOPMENT
* FINALLY THE COMPILER USED WAS :
* TURBO C++ STANDARD EDITION.
* LANGUAGE USED: C++.
* DURATION : 4 DAYS.

**SCOPE:**

**THE GAME IS INTENDED AS THE SHORT ASSIGNMENT GIVEN A ENTRY LEVEL RECRUITMENT PROCESS BY:**

**GAMELOFT INDIA, Hyderabad.**

**THE GAME GIVEN IS CODED BY :**

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**Hyderabad**