

PROJECT REPORT ON

“Spiderman Game based on C++ Basic Programming”

SESSION: 2021-2022
(CSE VI SEMESTER MINI
PROJECT)



SUBMITTED TO:

MRS. LISA GOPAL
(CC-IT -VI-SEM)

SUBMITTED BY:

Udit Narayan Upadhyay
ROLL. NO.:1918919
IT-VI-SEM
SESSION: 2021-2022

CERTIFICATE

This is to certify that Mr. Udit Narayan Upadhyay (Roll No: 1918919) has successfully completed and submitted the project, it's synopsis & it's report on the topic **Spiderman Game based on C++ Basic Programming** under the supervision of our respected Class Coordinator "Mrs. Lisa Gopal".

The candidate has completed the project to the best of my/our knowledge. I/We wish him the best for her future endeavors.

(Mrs. Lisa Gopal)

Class Co-ordinator

Assistant Professor,

Graphic Era Hill University, Dehradun

ACKNOWLEDGEMENT

I would like to express my gratitude and my humblest of the humble respect towards the Almighty, the most Beneficent, and the most Merciful for my successful completion of the previously mentioned project and its components.

I would like to thank my parents for their continuous support and encouragement. I also wish and thank them for providing me an opportunity to reach this far in my studies.

I would like to forward my thanks and the warmest of regards to our class coordinator Mrs. Lisa Gopal, for her guidance and camaraderie during and after the course towards not just me, but all of my classmates as well.

I would like to forward my thanks and wishes to all my batchmates and friends who were there for utmost supports and lots of help they did whenever I was down for moral or some other reasons which came as hurdles in my way.

Also, I will promise to all of the people above that no matter what will happen in future, I will always be there for everyone.

MR. Udit Narayan Upadhyay

ROLL. NO. 1918919

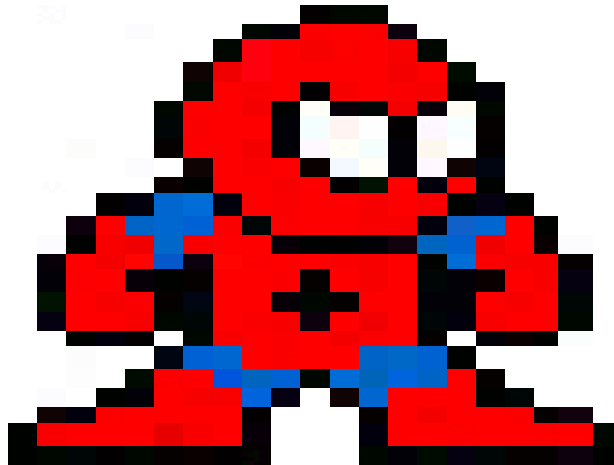
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GEHU, DEHRADUN

Spider-Man

- A Mini-figure Spiderman game with more villains to fight in HTML5, CSS3 and Javascript



🔗 🔗 Link: <https://rededge967.github.io/Spider-Man>

Special Notes

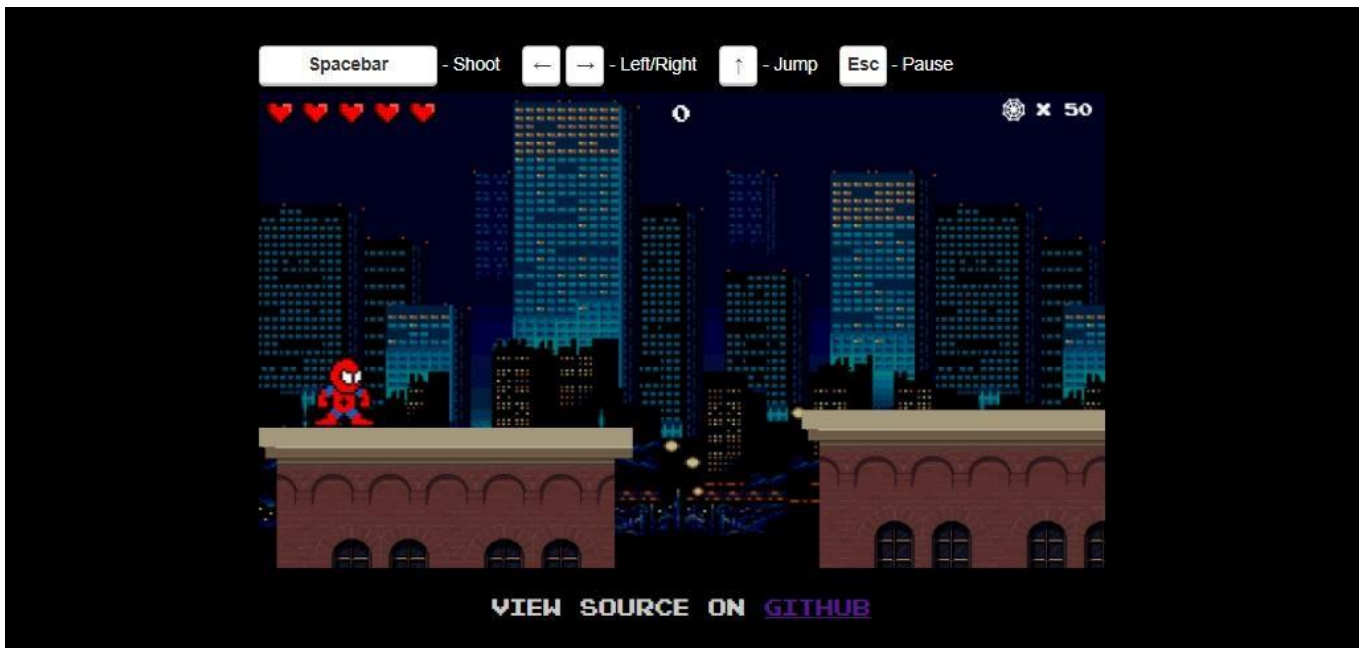
What is needed to Play *Spider-Man*

- A Laptop, Computer or a Desktop with a keyboard
- Specially a Keyboard
- A web browser
- File extractor (normally you can extract with the system software or you can use WinRar and etc.)

Used langs

- Javascript
 - HTML5
 - CSS3
-

Preview



More about the game

Villains in the game

- Thugs
- Venom
- Green Goblin
- Sandman
- Dr.Octopus
- Mysterio



Running Spider-Man

Running online

- Go to <https://github.com/Udi99/Spider-Man.git>

Running offline

- Download source.code.zip from [here](#)

- Extract the folder
 - Run `index.html` file in the browser
-

Can I [contribute](#)?

- Sure, open an issue, point out errors, and what not. Want to fix something yourselves, you're welcome to open a pull request and I appreciate it.
-

Browser support



Latest ✓



Latest ✓




Latest ✓



Latest ✓



Latest ✓

If you enjoyed this game, don't forget to give a star  and fork to make your own Spider-Man game

CODE – IMPLEMENTATION

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="description"
    content="A Simple Spiderman Game in HTML5, CSS3 and Javascript" />
  <meta name="author" content="Udit Narayan Upadhyay (Udii99)" />
  <title>Spider-Man Game | A spiderman game to fight with more Villains of Spider-Man</title>
  <link rel="shortcut icon" href="images/spider-head.png" />
</head>
<style type="text/css">
  html,
  body {
    height: 100%;
    width: 100%;
    margin: 0;
    font-size: 0;
    background: #000;
  }

  .canvas-wrapper {
    float: left;
    position: absolute;
    top: 50%;
    left: 50%;

    -webkit-transform: translate(-50%, -50%);
    -moz-transform: translate(-50%, -50%);
    -ms-transform: translate(-50%, -50%);
    -o-transform: translate(-50%, -50%);
    transform: translate(-50%, -50%);
  }

  .key {
    height: 30px;
    min-width: 20px;
    line-height: 30px;
    text-align: center;
    border: 1px solid #ccc;
    border-bottom: 3px solid #bbb;
    background: white;
    display: inline-block;
    padding: 0 5px;
    border-radius: 5px;
    box-shadow: inset 0 -1px 0 #ccc;
    color: #333;
    font-weight: bold;
  }

  .key.spacebar {
    padding: 0 40px;
  }
```

```

.keyboard {
margin: 5px 0;
font-size: 15px;
font-family: Helvetica;
color: white;
}

.action {
margin-right: 15px;
}

.link {
width: 100%;
text-align: center;
font-size: 20px;
color: #ccc;
font-family: SpidermanGamePixelFont, Helvetica, Arial;
margin-top: 20px;
}

```

</style>

<body>

<div>

STU ID:- 19011697

Roll NO:- 1918919

</div>

<div class="canvas-wrapper">

<div class="keyboard">

STU ID:- 19011697

SEM:- 4th

< MINI PROJECT >

Roll NO:- 1918919

BTECH IT

<div class="key spacebar">Spacebar</div>

- Shoot

<div class="key">←</div>

<div class="key">→</div>

- Left/Right

<div class="key">↑</div>

- Jump

<div class="key">Esc</div>

- Pause

</div>

<canvas id="canvas"></canvas>

<div class="link">

View Source on

<a

href="https://github.com/UDII299/Spider-Man.git"

target="_blank">Github

by "Udit Narayan Upadhyay"


```
        </div>
    </div>
</body>
<script type="text/javascript" src="spiderman-game.js"></script>
<script type="text/javascript">

var game = new SpidermanGame({
    canvas: "#canvas"
});
game.load();

</script>
</html>
```

Reference

- www.geeksforgeeks.com
- <http://localhost:8888/notebooks/Downloads/Desktop.ipynb> ☐
www.tutorialpoint.com
- <https://paperswithcode.com/task/fake-news-detection/latest>
- www.github.com/community/server.com
- <http://www.paulvangent.com/2018/08/31/building-a-fake-news-detector>
- www.allCSEprojectsinONE.co.in
- <https://analyticsindiamag.com/hands-on-guide-to-predict-fake-news-using-logistic-regression-svm-and-naive-bayes-methods>
- ☐ All My Faculty members, Class Coordinator, along with all my classmates & friends.

THANK YOU