

**SIR M. VISVESVARAYA INSTITUTE OF TECHNOLOGY**  
**BENGALURU -562157**  
**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**



**CERTIFICATE**

It is certified that the project work entitled “**HELICOPTER GAME**” is a bonafide work carried out by **ASHISH KUMAR DUBEY (1MV16CS021) & NITISH KUMAR KESHRI(1MV16CS063)** in partial fulfillment for the requirements of mini project for the VI semester curriculum Bachelor of Engineering in Computer Science and Engineering of the Visvesvaraya Technological University, Belagavi during the year 2018-2019 . It is certified that all corrections and suggestions indicated for Internal Assessment have been incorporated in the report. The project report has been approved as it satisfies the academic requirements in respect of Project work prescribed for the course of Bachelor of Engineering.

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## DECLARATION

We hereby declare that the entire mini project work embodied in this dissertation has been carried out by us and no part has been submitted for any degree or diploma of any institution previously.

Place: Bengaluru

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## ABSTRACT

This project is a simple game which is implemented using the concept of OpenGL. The game can be titled as Helicopter game. We use the three interfaces provided by the OpenGL that is GL, GLU and GLUT to develop the game called the Helicopter game. This is a light heartened game which is for the entertainment purpose.

It is a simple game in which a helicopter is made to fly while some obstacles will be coming opposite to helicopter. The obstacles are solid vertical blocks. It will be kept on coming in the way of helicopter and the player who is playing the game he/she should fly the helicopter in such a way that the obstacles and helicopters never touch each other.

If the helicopter comes in contact with obstacles then the game will be ended and the score will be displayed on the console according to following algorithm:

- For first 10 seconds-10 points/sec
- For next 20 seconds-15 points/sec
- For next 60 seconds-20 points/sec
- Afterwards 25 points/sec

This project is mainly developed for the entertainment and fun purpose where an end user can relax some time by playing an enjoyable game.