**ARYAN SCOOL OF ENGINEERING**

**Mid-Baneshwor, Kathmandu, NEPAL**

**(Affiliated to Purbanchal University)**



**A project report**

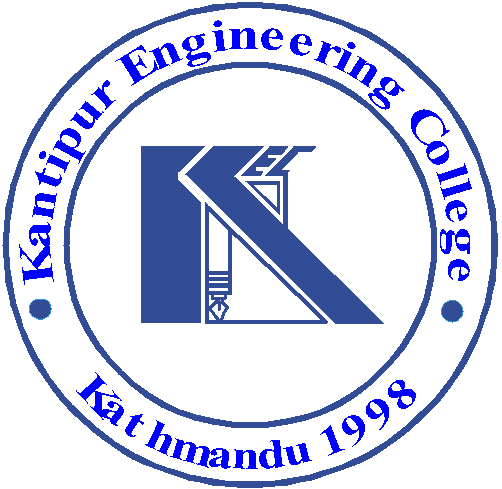
**On**

**Project-II**

**(BIt-2nd semister)**

**Entitled**

**"A LOCOMOTION"**

****

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**DEPARTMENT OF SCIENCE AND TECHNOLOGY**

**12th srawan, 2071**

**Purbanchal University**

**Science & Technology Faculty**

Aryan school of engineering

**CERTIFICATE**

This is to certify that the software project entitled, **jumping game** submitted by bishwas niraula (323601),pradeep Aryal (323604) and Milan thapa (323602) in partial fulfillment of the requirements of Bachelor in Information Technology (BIT), Second Semester at Aryan School of Engineering college, Purbanchal University, embody the work done by them under my guidance.

Date: November 18, 2011

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Project Supervisor

(Mr. Deepak Thakur)

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Software Development Team

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**ACKNOWLEDGEMENT**

According to the course of study of BIT Second Semester determined by P.U., a computer project is to be carried out for the partial fulfillment of the requirements for the Bachelor degree in Information Technology. Therefore, as students of the course we have developed a project title, "**LOCOMOTION**".

We feel very glad for getting such as opportunity to accomplish the BIT Second Semester project and feeling the experience of the team environment and team spirit. This gave us insight knowledge about the practical aspect of the various stages and procedures of a software development project.

This report consists of explanations on the requirements and design of the new system. First of all, we would like to thank our supervisor, Mr. Deepak Thakur for his valuable guidance and encouragement throughout the project. We also thank him for helping us out in difficulties by showing the right way and for the valuable suggestions which were very crucial for the success of our project. We are thankful towards Aryan school of Engineering College for facilitating the completion of the entire project work and our sincere gratitude go to all the faculty members of School of Science and Technology for their encouraging support and guidance.

Finally, we would like to thank all our friends for their constant support, continuous encouragement, and valuable suggestions throughout the duration of the project.

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**ABSTRACT**

We want develop the system, which must be as per the requirement of the users and as our dream. Actually we are conscious on this matter that project must have to follow all the lifecycle of the system development. We able to demonstrate the ability of the student who is still at the initial phase on the matter of development of something new. What the function our project can able to show, it is more important how it develop so, we make user friendlier product as possible. End user must be understood its functionality and key to be able to play game and get full entertainment without having any problems. Some kind of software is for its existence which is possible if it able to show its actual functionality as we introduce them when they wanted to know with the help of our proper documentation. We decide to make gaming project because attention of the users now becoming more in the game to grow knowledge, to avoid their mental burden having entertainment, and also searching for something new project. It may be not possible for the requirement of some users because they need better product and they wanted to play game in full graphical environment but, we are sure if they play this game they will able to get creativeness of us to agree them with this game. Finally, we want to cover all the end users even they are advanced user.

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