**ABSTRACT**

The **“square breaker”** written in the OpenGL programming interface. This game shows an array of squares connected to each other. At first the all the blocks are shown. Various functions are used in the code to implement the game. The array is altered according to the rules of the game depending on the square selected by the player.

The motive of the game is to select the longest chain of adjacent squares of same color. A track of the score is maintained based the number of squares eliminated while playing. When there are no more adjacent squares of same color the game ends and the final score is displayed.

OpenGL is a software interface to graphics hardware. OpenGL is designed to work efficiently even if the computer that displays the graphics created isn't the computer that runs the graphics program. OpenGL is designed as a streamlined, hardware-independent interface to be implemented on many different hardware platforms.

To achieve these qualities, no commands for performing windowing tasks or obtaining user input are included in OpenGL. Similarly, OpenGL doesn't provide high-level commands for describing models of three-dimensional objects. Such commands might allow you to specify relatively complicated shapes such as automobiles, parts of the body, airplanes, or molecules.