**CHAPTER 6**

**CONCLUSION**

We started with modest aim with no prior experience in any programming projects as this, but ended up in learning many things, fine tuning the programming skills and getting into the real world of software development. During the development of any software of significant utility, we are faced with the trade-off between speed of execution and amount of memory consumed. This is a simple interactive application. It is extremely user friendly and has the features which makes simple graphics project. It has an open source code and no security features has been included. The user is free to alter the code for future enhancement. Checking and verification of all possible types of the functions are taken care. Care was taken to avoid bugs. Bugs may be reported to creator as the need may be. So, we conclude on note that we are looking forward to develop more such projects with an appetite to learn more in computer graphics.

The aims of project implement the game Square Breaker. The code has been written in OpenGL. The code contains the functions that accomplish all the tasks required for the project. It can be further improved upon to provide better facilities and user interface.