**VISVESVARAYA TECHNOLOGICAL UNIVERSITY**

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A Mini Project report on

**“A-‘MAZE’-ING MAZE”**

Submitted by

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**DEPARTMENT OF COMPUTER SCIENCE &**

**ENGINEERING**

**ACHARYA INSTITUTE OF TECHNOLOGY**

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**Certificate**

This is to certify that **Mr. SOURAV ROY (1AY13CS123) & Mr. VIKASH KUMAR**

**(1AY13CS134)** of 6th semester have successfully completed the Mini project  **“A-‘MAZE’-ING MAZE”** in Computer Graphics and Visualization Laboratory as prescribed by the **VISVESVARAYA TECHNOLOGICAL UNIVERSITY** for the academic year **2015-2016.**

**Signature of Guides Signature of H.O.D**

**Name of the examiners** **Signature with date**

1.

2.

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**ABSTRACT**

**A-‘maze’-ing maze** is a classical game of finding the route from one end to the other end by moving the person or the object through the confusing path within the given specific time. These games are very popular which we often come across in our day to day life. This is a game of skill, patience, time management and spontaneity. This game come under the category of ‘puzzles for kids’ and these types of puzzle can be seen in the junior magazines more often.

The game has been implemented in 3D view. Which mainly consists of two levels with two different mazes where a person has to find his way out of these mazes. By clearing these mazes within the short span of time the player will be awarded as a winner.

**CONTENTS**

**Chapter page no.**

**1. Introduction (01-06)**

1.1. Computer Graphics 01

1.2. History of Computer Graphics 01

1.3. Application of Computer Graphics 02

1.4. Introduction to OpenGL 03

1.5. Introduction to GLUT 04

1.6 Applications of OpenGL 05

1.7 OpenGL primitives 05 **2.** **System Requirements (07)**

2.1. Hardware requirements 07

2.2. Software requirements 07

**3. About the Project (08-12)**

3.1. Introduction to the project 08

3.2. User defined functions 08

**4. Design (13-15)**

**5. Implementation (16-49)**

5.1. Built in functions 16

5.2. Source Code 18

**6. Testing (40-52)**

**7. Snapshots (53-62)**

**8. Conclusion (63)**

**9. Future Enhancements (64)**

**Bibliography (65)**