

WALCHAND COLLEGE OF ENGINEERING,SANGLI



DEPARTMENT OF INFORMATION TECHNOLOGY

Mini Project Report

on

“SHARPSHOOTER: THE GAME”

Submitted By,

Group : '19'

Mr.Gadakh Hrushikesh S.(2013BIT218)

Mr.Sarode Vitthal V.(2013BIT217)

Mr.Gaikwad Sachin P.(2013BIT214)

Year of Submission : 2013-14

Under the Valuable Guidance of,

Prof. A.J. Umbarkar

CERTIFICATE

This is to certify that, the Mini Project report entitled,

“SHARPSHOOTER: THE GAME”

SUBMITTED BY,

Mr.Gadakh Hrushikesh S.(2013BIT218)

Mr.Sarode Vitthal V.(2013BIT217)

Mr.Gaikwad Sachin P.(2013BIT214)

Is a bonafide record of the work performed by them in second semester of Second Year degree in Information Technology as specified in the curriculum prescribed by Walchand College of Engineering,Sangli.

Prof.A.J. Umbarkar

(Guide)

Dr. D. B. Kulkarni

(HOD)

ACKNOWLEDGEMENT

We feel immense pleasure in submitting this Mini Project report entitled “Sharpshooter : The Game”. We are thankful to our guide Prof. A.J. Umbarkar sir for his valuable guidance and kind help during completion of Mini- Project and feels great to express our sincere gratitude to all other staff members of IT Department.

Acknowledged by,

Mr. Gadakh Hrushikesh S. (Roll No. 87)

Mr. Sarode Vitthal V. (Roll No. 86)

Mr. Gaikwad Sachin P.. (Roll No. 83)

Contents

1	Abstract	5
2	Rules	6
3	Snapshots	7
4	Conclusion	12
5	References	13

1 Abstract

Sharpshooter is a game that is based on graphics programming in c. As the name of project suggest it is a all about shooting game in which opportunity is given to user to shoot the moving target . Correctly in the preceding level. The dynamic nature of target will be made somewhat advanced and more features will be added.

It can be played by everyone like childrens , youngers and elders also. The sharpshooter game is easy to handle.This game can reduce our stress whenever we are in stress. It also increase our concentration level because of the dynamic nature of the moving target.

2 Rules

1. One gun will be provided with certain no. of bullets in each level.
2. A target will blink and move over the screen.
3. The shooter have to think and shoot the target correctly.
4. In the first level user have to shoot 10 target correctly where total number of target will be 20.
5. In the second level user have to shoot 10 target correctly where total number of target will be 15.
6. In the third level user have to shoot 6 target correctly where total number of target will be 10

3 Snapshots

Menu



Game



Help Page

Welcome to The world of shooters !!

RULES:

Press SPACE_BAR for SHOOTING.

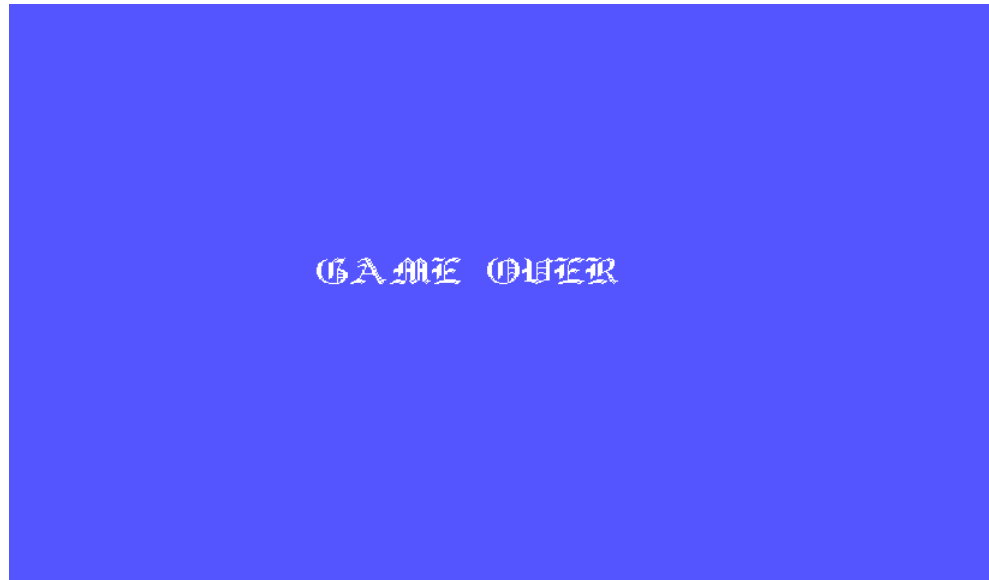
Press UP_ARROW for MOVE GUN to UP.

Press DOWN_ARROW for MOVE GUN to DOWN.

About Us



Game over window



4 Conclusion

Sharpshooter : The Game is fully strategic entertainment game and it is based on the concept of shooting. C/C++ graphics is very useful for graphical implementation to implement our ideas.

5 References

1. Let us C by Yashwant Kanetkar.
2. Computer Graphics by plastock.
3. www.programmingsimplified.com. (mouse handling)