



Department of Computer Science
Gujarat University
5 Year Integrated M.Sc.(Computer Science)
Semester - III

GAME -O- MENIA

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Project Profile

| Title | Description |
|------------------|--|
| Project | Game -0- Menia |
| IDE | Visual studio code |
| Team size | 4 members |
| Team members | Mansuri Aasima (18) Vachheta Jinal (58) Patoliya Drashti (32) Gohel Shreya (09) |
| Guide | Dr. Bhumika Shah |
| Project duration | 6 Months |



Tools and Technologies used

➤ **Tools :-**

Visual studio code

Ms Paint

Ms Paint 3d

GitHub

➤ **Technologies :**

HTML

CSS

JAVA SCRIPT



Work Distribution

□ jinal:

- Whack a mole javascript
- Images from paint 3d of whack a mole and stone paper scissors
- Keyframe of birds in hunting birds
- rock paper scissor's JavaScript
- Git-hub management

□ Aasima:

- Hunting bird javascript
- Logic of appearance of mole and plant
- Images from paint 3d of hunting bird and backgrounds



Derived work

☐ Drashti:

- score tracking logic of stone paper scissors

☐ shreya:

- homepage css and layout
- Css of whack a mole



Project description

Game-O-Mania is a web-based mini game arcade that offers a fun collection of interactive browser games. This project is designed to be both entertaining and a showcase of front-end web development skills.

◆ Games Included:



Hunting Bird – Test your aim and reflexes in a fast-paced shooting game.



Whack-a-Mole – Whack moles to score points—but avoid the plants!



Stone Paper Scissors – Play the classic logic game against a computer opponent.





Game Description

1)Hunting bird

❑ Introduction

- Welcome to Hunting Bird Game!
- Hunting Bird is a shooting game in which players have to shoot down the birds that appear on the screen.
- This game is designed to test your shooting skills. With each successful shot, the player is rewarded with points.



Hunting bird(cont.)

□ Introduction

- When a user shoots the ordinary bird, the user will get 1 points, and when the user shoots the bonus bird, the user will get 5 points. If the user misses the shot, the score will decrease by 1 point.
- The goal of the game is to shoot as many birds as possible in 30 seconds.
- The counter shows how many targets you hit in the 30 seconds.
- There is no limit in bullets



Hunting bird(cont.)

□ Image





Hunting bird(cont.)

❑ How to play

- Use your mouse to aim at the birds on the screen. Click the left mouse button to shoot.
- Try to shoot as many Birds as possible within the 30-second time limit.
- Keep an eye on the counter to see how many birds you've hit during the game



Game Description

2)Whack a mole

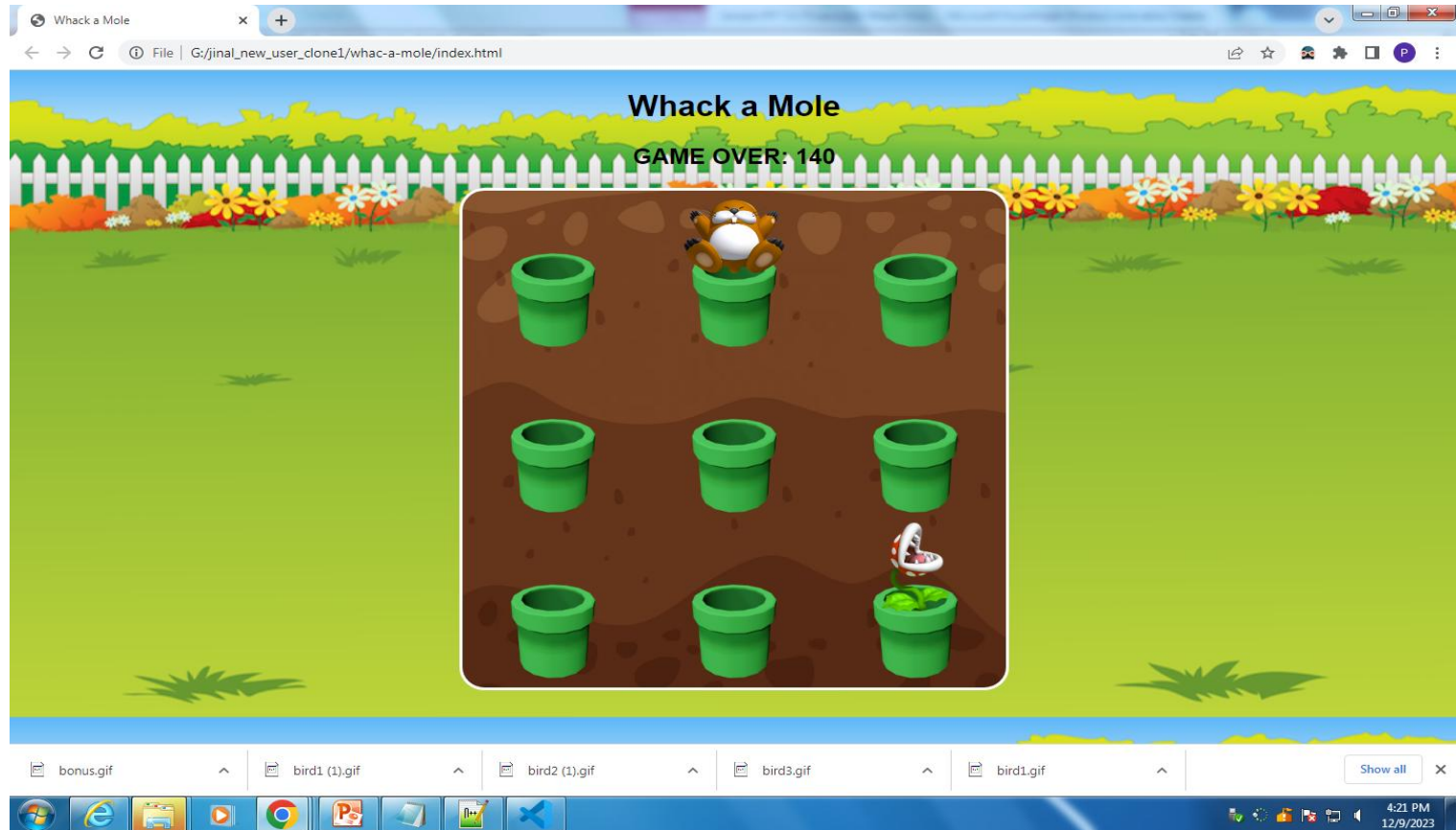
❑ Introduction

- we have designed a web-based Whack-a-Mole game using Html, Css and Javascript.
- The appearance of mole and plant are randomized, providing an unpredictable challenge for players.
- The game's functionality is powered by JavaScript, which controls the mole animations, plant animation, and score tracking.
- one user can play game at a time



Whack a mole(cont.)

□ Image





Whack a mole(cont.)

□ How to play

- Mole and plant pop up from different holes at varying intervals
- Players use their mouse to interact with the game, clicking on moles to whack them.
- Each successful whack earns 10 points for player, but if player click on plant, then game will be over



Game Description

3)Stone paper scissors

❑ Introduction

- Welcome to the world of Rock, Paper, Scissors!
- Explore the magic behind the scenes powered by
 - HTML for structure
 - CSS for style
 - JavaScript for dynamic interactivity.



Stone paper scissors(cont.)

☐ simple rules of Rock, Paper, Scissors

- I. Rock crushes scissors.
- II. Scissors cuts paper.
- III. Paper covers rock.

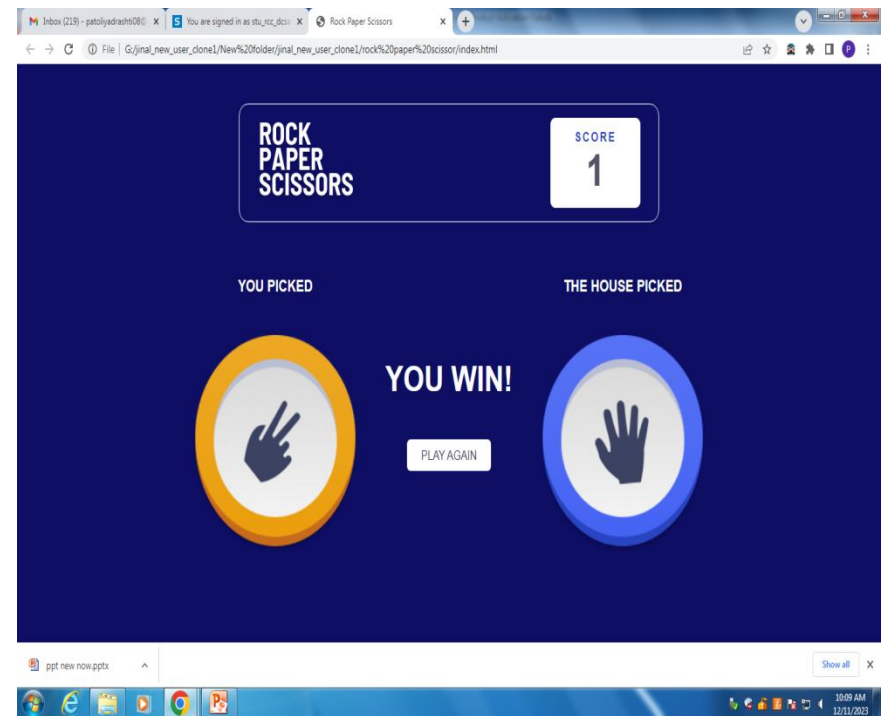
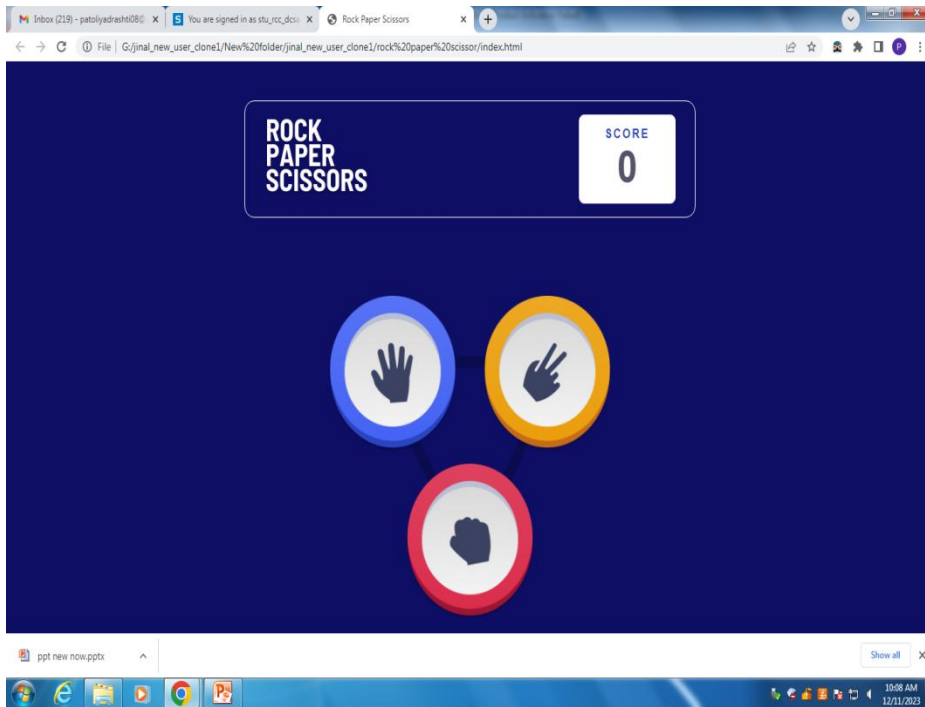
☐ How to play

- Players make their choice by clicking on the virtual representations of Rock, Paper, or Scissors.
- Face off against a computer opponent programmed to make randomized choices.
- The game's logic determines the winner based on the classic Rock, Paper, Scissors rules.



Stone paper scissors(cont.)

Image





Objective

- Demonstrate how these technologies can be integrated to create a dynamic engaging game emphasizing user interaction for responsiveness .
- “Hunting bird” typically aims to simulate hunting skills in virtual environment .
- “Stone paper scissors” is a chance-based decision game, showcasing decision-making in uncertain situations.
- “whack a mole” is to test hand-eye coordination by quickly hitting emerging moles.



Screenshots / Animation

1) Hunting bird





Screenshots / Animation

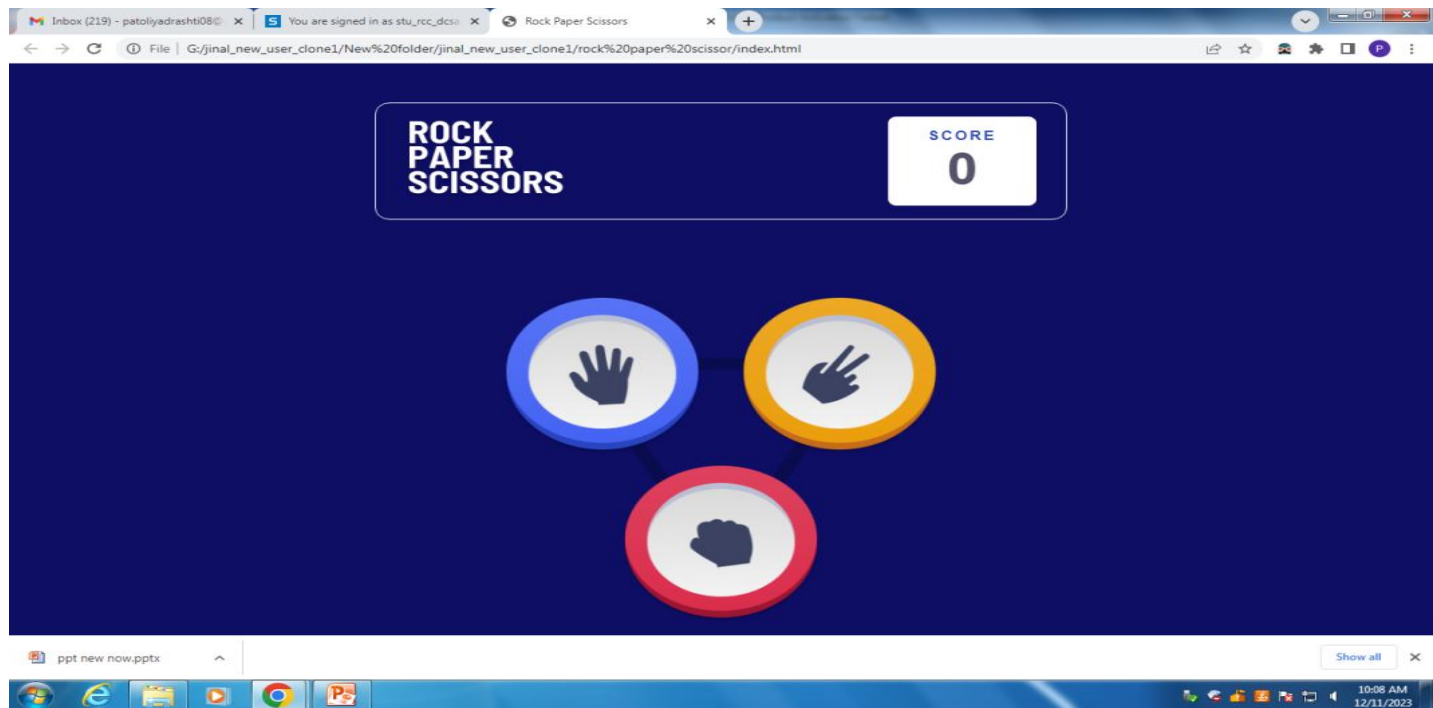
3) Whack a mole





Screenshots / Animation

3) Stone paper scissors





Conclusion

- Know the latest technology and tools.
- how to Improved game quality Greater Flexibility
- How to Increased Creativity Testing Phase
- Include game design, scripting, creation of digital assets, animations, understanding hardware, problem solving, critical thinking, collaboration, and project management



Bibliography

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- (Canvas videos)

<https://www.youtube.com/watch?v=4V0-YpO-KZo&t=1221s>

- (Paint 3d videos)

[https://bvres.org/pdf_files/Tutorial_PDF/Beginning Microsoft Paint 3D.pdf](https://bvres.org/pdf_files/Tutorial_PDF/Beginning_Microsoft_Paint_3D.pdf)



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<https://www.w3schools.com/js/default.asp>

- Git and GitHub(learning)

https://youtu.be/Uz_mTOQL9Tw?si=1F7joZ5gJv_xnlkY

- Git profile

<https://github.com/jinal-58-vachheta/project-game-o-menia?tab=readme-ov-file#readme>



Thank you