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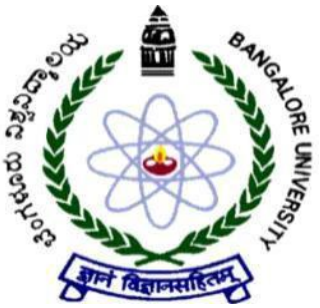

FOR QUALITY AND EXCELLENCE IN HIGHER EDUCATION

Mini Project Report

On

"SNAKE 2D GAME"

Submitted by

VRUSHAB SHANDILYA
15GAEI6062
5th Semester ISE

Under the guidance of

Mrs. Bhavya M
Research Scholar
Dept. of CSE
UVCE, Bengaluru

Department of Computer Science and Engineering

Dec 2017

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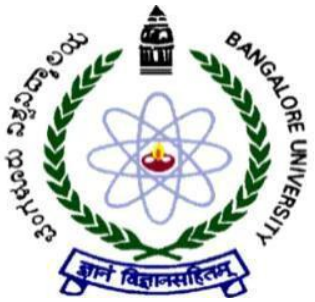

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On

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&
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FOR QUALITY AND EXCELLENCE IN HIGHER EDUCATION

Department of Computer Science and Engineering

CERTIFICATE

This is to certify that **UDDESHYA** of B.E. 5th semester**, Information Science and Engineering** bearing register number **15GAEI6056** has completed project on "**SNAKE 2D GAME**" in partial fulfillment of requirement of Computer Graphics Lab, **5thsemester, Information Science and Engineering** prescribed by Bangalore University for academic year **2017-18.**

Guide:

Mrs. Bhavya M
Research Scholar
Dept. of CSE
UVCE

Chairperson:

Dr. ARUNALATHA J S
Head of Department
Dept. of CSE
UVCE

Examiner 1

Examiner 2

Bangalore University
University Visvesvaraya College of Engineering
K.R Circle, Bengaluru-560001

FOR QUALITY AND EXCELLENCE IN HIGHER EDUCATION

Department of Computer Science and Engineering

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FOR QUALITY AND EXCELLENCE IN HIGHER EDUCATION

Department of Computer Science and Engineering

CERTIFICATE

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Research Scholar
Dept. of CSE
UVCE

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Examiner 1 **Examiner 2**

ABSTRACT

Ever since the inception of computers, we as users have developed and devised many uses for it through the means of software. One such use that has been predominantly the case is for recreation and entertainment. In the early 1970's, when the first game called Pong came out, developed by Atari, it was a massive commercial success and this set the ball rolling for the upcoming companies with their respective video game concepts. Video game companies and video games as a whole have been flourishing ever since then, fast forward to late 2017 where we are able to simulate Virtual Reality games with our smart phones. The video game industry is always open with opportunities and with a captivating audience, is a place to skyrocket your product if it proves worthy enough.

My approach with this project was to recreate the traditional snake game, launched in 1976, whilst using the vast graphics library of OpenGL through GLUT, demonstrating the concepts I have learned throughout the course of Computer Graphics. The game as a whole is simple and based on the concept of the original game, where the user moves around a line on a bordered plane, as it moves forward it leaves a trail behind resembling a snake and the player attempts to eat the 'fruit' or a dot here, by running into them with the head of the snake. Each fruit makes the snake longer, so controlling it gets progressively more difficult. Maneuverability is added with the direction keys. A menu screen is added as well with a high score feature. This project is a labor of love and is a stepping stone into the world of game development.

CONTENTS

ACKNOWLEDGEMENT

We take this opportunity to thank our institution, **UNIVERSITY VISVESVARAYA COLLEGE OF ENGINEERING** for having given us the opportunity to carry out this project. we would like to thank **Dr. Venugopal K.R, Principal, UVCE**, for providing us all the facilities to work on this project. We are indebted to him for being our pillar of strength and inspiration. We wish to place our grateful thanks to **Dr. Arunalatha J S, Chairperson, Department of Computer Science and Engineering, UVCE**, who helped us to make our project a great success.

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We also thank the lab assistants **Babu, Srinivas** and **Harish** for their extensive support throughout the **CG laboratory.** We also thank our **parents** and **friends** for their help, encouragement and support.

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