**Department of Computer Science & Engineering**

**Problem Solving with C Laboratory-UE18CS152**

Jan-May, 2019

**Mini - Project Synopsis**

**Date:28-02-2019**

**TITLE: GAMING ARCADE**

**Objectives:** The GAMING ARCADE consists of multiple classic and retro games, which the user can access, play and have unimaginable fun. Some of the games include a graphical component to them as well. This software could be coupled with hardware and used in actual retro gaming arcades generating massive revenues.

**Description in points:**

* Libraries such as stdio.h, stdlib.h, graphics.h and many more will be included and utilized to perfect the code.
* Derived data types such as arrays (multi-dimensional), structures (to save profiles and high scores) will be employed. File handling will be implemented to save profiles and high scores onto a file.
* Games include Tic Tac Toe, Snake/Tetris, Rock Paper Scissors and others.

**Current Status of Implementation:**

* Two player Tic Tac Toe game with graphics has been successfully coded. An option of Player vs Computer will be added in the coming future.
* Tetris is nearing completion but not fully functional yet. It will be entirely graphics based. The snake game is also done up to a certain level.
* Rock, paper, scissors has been completed without the graphics. Graphics for the game will be incorporated soon.

**Team Details:**

**#**

**Name**

**SRN**

**Signature of**

**Student**

**Remarks by Faculty**