**ABSTRACT**

This Project is on **“AIR ATTACK SIMULATION”** Computer Graphics using OpenGL Functions.It is a User interactive program where in the User can view the required display by making use of the input devices like Keyboard and Mouse. This project mainly consists of a fighter jet taking off from a runway. The fighter jet flies over the city with a few houses and buildings. The jet finally lands back at the runway after the flyby. The user is provided with menu based options wherein the target could be set to a building, a battle tank or an enemy fighter jet. When the target is set to a building, the jet launches a missile which blasts when it hit the building. When the target is set to tank, the jet launches a missile which strikes the moving tank and a blast occurs. In case of target being set to a plane, the missile launched from the plane strikes the enemy fighter jet coming from the opposite side so that the plane crashes and bursts into flames. The user can also change the colour of the jet and can also increase the speed of the jet, missile and tank by pressing ‘X’ on the keyboard. The user can select the time of the day to be morning or night.