

VISVESVARAYA TECHNOLOGICAL UNIVERSITY
BELAGAVI, KARNATAKA-590018.



**A MINI PROJECT REPORT
ON**

BULLZ-EYE

*Submitted in partial fulfilment of the requirements for the **Computer Graphics and Visualization Mini Project (18CSL67)** course of the 6th semester.*

**BACHELOR OF ENGINEERING
IN
COMPUTER SCIENCE AND ENGINEERING**

By

**Prithviraj patil
Kiran A**

**1JS19CS125
1JS19CS076**

Under the guidance of

Mrs. Impana K P
Asst.Professor, CS&E Department

Mrs. Pavithra G S
Asst.Professor, CS&E Department



JSS ACADEMY OF TECHNICAL EDUCATION, BENGALURU
Department of Computer Science and Engineering
2022 – 2023

JSS MAHAVIDYAPEETHA, MYSURU

JSS Academy Of Technical Education

JSS Campus, Uttarahalli Kengeri Main Road, Bengaluru – 560060

Department of Computer Science and Engineering



CERTIFICATE

This is to certify that the mini project work entitled “**BULLZ-EYE**” is a benefited work carried out by **Prithviraj patil and Kiran A** bearing USN **1JS19CS125** and **1JS19CS076** respectively, bonafide students of **JSS Academy of Technical Education** in the partial fulfillment for the award of the **Bachelor of Engineering in Computer Science & Engineering** of the **Visvesvaraya Technological University**, Belgaum, during the year 2022. It is certified that all corrections / suggestions indicated for Internal Assessment have been incorporated in the report deposited in the departmental library. The mini project report has been approved as it satisfies the academic requirements in respect of mini Project work prescribed for the said degree.

Mrs. Impana K P

Asst.Professor, CS&E Department

Mrs. Pavithra G S

Asst.Professor, CS&E Department

Dr. Naveen N C

Prof & HOD, CS&E Department

Name of the Examiners

Signature with date

1.

2.

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ABSTRACT

‘Bullz-Eye’ is a 3D demonstration of shooting of arrows normally seen in our daily life.

This project is a simple game demonstrated using OpenGL.

This game involves shooting of arrows one after the other in order to hit the balls which are moving at a constant speed in the right end.

The ability to visualize how shooting take place will give us a valuable insight on their fatality.

The ability to develop this visualization using C programming and the OpenGL API serves as a motivation to develop this application.

ACKNOWLEDGEMENT

I take this opportunity to thank one and all involved in helping us to build this project.

Firstly, I would like to thank the college for providing us an opportunity to work on this project.

I thank the management of **JSS Academy of Technical Education** for providing all the resources required for the project.

I wish to acknowledge my sincere gratitude to our **Principal, Dr. Bhimasen Soragaon** for his constant encouragement and for providing us with all the facilities required for the accomplishment of this project.

The project would not have been possible if not for the constant support of our Professor and Head of Computer Science Department, **Dr N C Naveen**.

I also, am highly grateful to the guidance offered by **Mrs. Impana K P and Mrs.Pavithra G S, Asst. Professors of Computer Science Department**, who have been very generous in assisting and supporting, to do this project named “**BULLZ-EYE**”, which formally started as just a rough idea and now has resulted in the form of this project.

I also would like to thank all the other teaching and non-teaching staff members who had extended their hand for support and co-operation while bringing up this project.

Prithviraj patil

1JS19CS125

Kiran A

1JS19CS076