

ACKNOWLEDGEMENT

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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 as a constant speed in the right end.

The ability to visualization 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.