Project Guidelines For Computer Graphics Project

1. Students are motivated to develop the **project based on their ideas** rather than copied projects.
2. If the project was found to be **copied**, then it will be **disqualified**.
3. The project should be done **individually**.
4. Students can use their preferred programming languages(**Python, C, C++, JS, PHP, JAVA, or others).**
5. Students can also develop projects with design tools like **Adobe, After Effects, Blender, Canva, Invision, Sketch, or others.**
6. Restricted Projects: **Tic-Tac-Toe, Snake Game, Flappy Bird, Car Game**
7. The project will contribute **10 marks** to your practical marks.
8. There will be a **project demonstration after the one week** of lab exam.
9. If any confusion or queries, email ramesh.sharma@acem.edu.np
10. Good Luck.