A MINI PROJECT REPORT

**On**

**The Maze Runner**

**Submitted by**

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**Declaration**

I hereby declare that the work which is being presented in the Mini Project “**Library Management System”,** in partial fulfillment of the requirements for Mini- Project LAB, is an authentic record of our own work carried under the supervision of **Mr.** **Mayank Agrawal and Mr. Avinash Samuel, GLA University, Mathura**.

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**Acknowledgement**

Though perseverance and enthusiasm combined with effort in the right direction can bring forth the thing called success. But the realization of the harsh reality that the path towards success is full of my raids, temptations, impediments and pitfalls often proves to be disheartening in such situation, it is the able guidance of knowledgeable person that steers one through difficulties and help him achieve success.

I am highly obliged to express our deep sense of gratitude and grateful thanks to my erudite guide **Mr. Mayank Agrawal, Mr. Avinash Samuel** for their valuable guidance and support which led to the successful and timely completion of my great report.

Last but not the least, we deeply appreciate the cheerful encouragement of all staff members of our department and my friends.

Thanks

Rishabh Sahu

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**ABSTRACT**

The sole intention of this project is to show functionality on Graphics modules, here we used Logics to move the ball and stop on the boundaries .The name of our project is The Maze Runner, this game comprises of three levels level 1 which is the easiest level 2 which is the intermediate level and the level 3 which is the hardest among the 3 levels.

The levels are comprised Maze structures, in which player will have to reach the destination to pass the level. The main implementation part of this is whenever the player reaches across to a boundary it should not be crossed. So by this game one can easily understand how to deal with boundary conditions and coordinate conditions in C++.

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