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**ABSTRACT**

This is a simple pinball game developed using C++ programming language and SFML graphics library as project work for our Second Year /First Part Object Oriented Programming in C++ course prescribed by IOE, TU. The goal of this project is to implement the knowledge of OOP in developing real world projects. And in such an effort, **“Pinball Versus”** game was developed using various features of C++ and its popular graphics library. Unlike usual pinball, it is a multiplayer game, where user can choose different modes of gameplay like highest scorer in two minutes to win, and player to score first 5 points to win. It can fully be enjoyed among two players. Different sounds and effects have been incorporated to make it more attractive and enjoyable. In a nutshell, it is implementation of concept of pinball game in a multiplayer format.

**TABLE OF CONTENTS**

ACKNOWLEDGEMENT

ABSTRACT

Page No.

1. OBJECTIVES 1
2. INTRODUCTION 2
   1. Background 2
   2. Overview 2
3. APPLICATION 2
4. LITERATURE SURVEY 3
5. EXISTING SYSTEM 4
6. METHODOLOGY 3-5
   1. Overview 3
   2. Menu Design 4
   3. Board Design and Assets Selection 4
   4. Ball Physics 4
   5. Collision Detection 5
   6. Flipper Physics 5
   7. Game Updates and Game Modes 5
   8. Sound Effects 5
7. IMPLEMENTATION 6
   1. Overview 6
   2. BLOCK DIAGRAM 6
8. RESULTS 7
9. PROBLEM FACED AND SOLUTIONS 7-8
10. LIMITATIONS AND ENHANCEMENTS 8
11. CONCLUSION 8
12. REFERENCES 9