

# VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belagavi-590018, Karnataka



A Mini Project Report on

## “3D EGG CATCH”

Submitted in partial fulfilment of the requirement for the award of degree of  
Bachelor of Engineering

In

Computer Science and Engineering

Submitted by

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**CERTIFICATE**

This is to certify that the mini project work entitled “3D EGG CATCH” is carried out by **MAHADEVASWAMY J G** bearing **4NN20CS027** and **SAHANYA P** bearing **4NN20CS045** in the partial fulfilment for the sixth semester of Bachelor of Engineering degree in Computer Science and Engineering of the Visvesvaraya Technological University, Belagavi during the academic year 2022-23. The project report has been approved as it satisfies the academic requirements with respect to project work prescribed for the Bachelor of Engineering.

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Yours Sincerely,

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## **ABSTRACT**

The project “3D EGG CATCH” is a computer graphics mini project has core importance in the development of games. We have seen so many game on this site. Today also we are going to see the interesting loving game. It is simple, easy to play as well quite easy to code it, present to you the Catch Me Computer graphics with OpenGL. As name suggest, game is related to catching an egg. Use the S/s to start the game or Click Right mouse button then click 'Start Game'. As game stated birds(3 in number) will lay the eggs in certain speed depends on level. Move the basket with the Left mouse button and catch the egg in it. Score by catching the eggs and go to next level. The level changes automatically as you score cross the mark set for the particular level. Speed of the egg going down doubles as level changes. To quit the game press the Q/q or Click Right mouse button then click 'Quit

This project is written in C/C++ and used OpenGL (Open Graphics Library). Open Graphics Library is a cross-language, cross-platform application programming interface for rendering 2D and 3D vector graphics. The API is typically used to interact with a graphics processing unit, to achieve hardware-accelerated rendering.

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