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Synopsis Report on:

**TITLE OF THE PROJECT**

Submitted to: Submitted by:

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INTRODUCTION

We live in a world which is constantly influenced by the innovations in technology. It takes a fraction of a second for new ideas to emerge and as soon as the idea takes a shape, it is molded in such a way that it improves the human life. The process of thinking and making it happen “live” in front of your eyes has drastically reduced over a period of time, and this we call “The Power of Technology”. An average human day is spent at work, but apart from work, there is also time spent at leisure. We homosapiens have challenged the conventional way of spending time at leisure by things which are easily available around and gives as much pleasure as the conventional one. With the invention of “Computers & Smart Phones”, life has become simpler unexpectedly. Majority of the population across the globe have access to these devices, so the inventers might have thought to create something vivacious on these devices and which can connect to every user and that was “COMPUTER GAMES”. Computer games, now a days are so lively, surreal and addictive that it has emerged as the best way to spend time at leisure.

So we have decided as a team to add another drop to the ocean of games by creating a unique one. We named it as “Ballontina”, and the concept of the game is simple. The game is fun and could be addictive for some, but promises utmost satisfaction of our hard work. We did not want ourselves to ideally lay emphasis only on pure data structures, but flexibly using every concept learned so far and jointly applying it on one single project. The game is based on basic level C programming and all the concepts of ‘C’ covered so far, including Data structures, graphics, recursions, functions and pointers. By this we haven’t glued ourselves just to logic and mere codes but have created a real life application.

**CONCEPT**

The project carries forward an idea of a simple analogy in which the user has to be precise, swift and alarmed. We have used two major animated objects:-

1. Balloon &
2. Arrow

We have designed the game such that, the user will be given a full control over his balloon, that is moving up , down , left and

Right on the given arena. Next comes the arrows ,

That will be shooting itself from the right most corner of the screen such that it will be the function of center of the balloon. When the user moves his balloon from one co-ordinate to another accordingly the arrow fires itself, so that increases the difficulty of the game a little bit.

Every arrow a user surpasses the score increments by 1.

Simply by evading your balloon by mere arrows could become obsolete after a while. So we have added a surprising element which we named as “AIR COIN”. After avoiding 5 arrows consecutively, an air coin appears randomly on the screen, when you take an air coin it shoots up your score by 10x and simultaneously also increases the size of the balloon twice as much as it was before. So the move is both risky and favorable.

But the question, now arises is that a skilled gamer could play the game for quite a long time. So we have added some fierce elements so that even a skilled fellow couldn’t last much longer on this battlefield.

We have proficiently added some special type of arrows which include:

1. Knight : It would be identified with a color yellow/golden, it suddenly pops itself after the user has successfully evaded a minimum number of arrows, the arrow shoots itself at a blazing speed thereby giving minimum possible time for the user to change his coordinates.
2. Marshall : It would be identified with a special shape and color that is blue. This arrow is the second best of its lot and is strategically designed to end the game of the user. If the user is completely at senses, he might escape but chances are in favor of odds. When the arrow is shot after a minimum score attained by the user, as it reaches the mid – pixel of the screen, it splits itself into two different arrows, giving user the tiniest possibility to escape.
3. The Xannon: It would be identified in the color green and of course a unique shape. The mightiest arrow of our game, if not marshall this is sure shot a doom’s arrow. We took a lot of effort for designing this piece of arrow. This arrow follows a certain trajectorial path which is a function of the balloon’s center. Unlike other arrows which are fired linearly, this arrow is fired at a certain angle, it then aligns itself in such a way that the head always points to the center of the balloon. It hits the top most part of the screen then right most, following the coordinates of the balloon every time, now that is smart .

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