

Google bot arcade frolic python 3.7 and pygame

Batch-6

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ABSTRACT

Web crawling is the first and foremost stage in any web Information Retrieval system. T-Rex Runner Game project is written purely in Python. The project file contains image files and a python script (main.py), GUI uses the pygame library. The main objective of this mini-game is to score more and more point without being touched by any obstacles. All the playing methods are the same. A simple and clean GUI is provided for easy gameplay. Different images are used in the development of this simple game project; the gaming environment is just like the original T-Rex Dino Run game.

In this project, AI-for-Chrome-T-Rex Runner-Game, we implement A bot for playing Chrome's offline and online Game using Artificial Intelligence both feature-extraction based algorithms and an end-to-end deep reinforcement learning method to learn to control Chrome offline and online T-Rex Runner game directly from high dimensional game screen input.

Finally, we propose special training methods to tackle class imbalance problems caused by the increase in game velocity. After training, our Deep-Q AI is able to outperform human experts.

EXISTING SYSTEM

- T-Rex Dino Game is developed using web crawler, and JavaScript. Talking about the gameplay, it is an offline mode game which is played by almost every people on Google Chrome browser.
- The gameplay, as well as controls, are the same. Talking about the Game environment, the graphics are simple with high-quality sprite images. For the development of this gaming project, various Images, sounds, scripts are used, it is developed using JavaScript to bring the final output.
- All the gaming function is set from Java script whereas HTML is set for the layouts and other minor functions. To run this project, we recommend you to use Modern browsers such as Google chrome.

PROPOSED SYSTEM

- The T-Rex runner game is developed by python programming language and java. In this we are implementing the off-line and online mode.
- The gameplay design is so simple that user won't find it difficult to use and understand.
- Different images are used in the development of this simple game project, the gaming environment is just like the original T-Rex Runner game

SOFTWARE & HARDWARE REQUIREMENTS

Software Requirements

Operating System	:	Ubuntu 18.0A LTS(64-bit)
Platform	:	Java
Front end	:	python programming (python IDLE 3.6/PyCharm 2019.2)
Back end	:	Data Access/oracle 11g,18c

Hardware Requirements

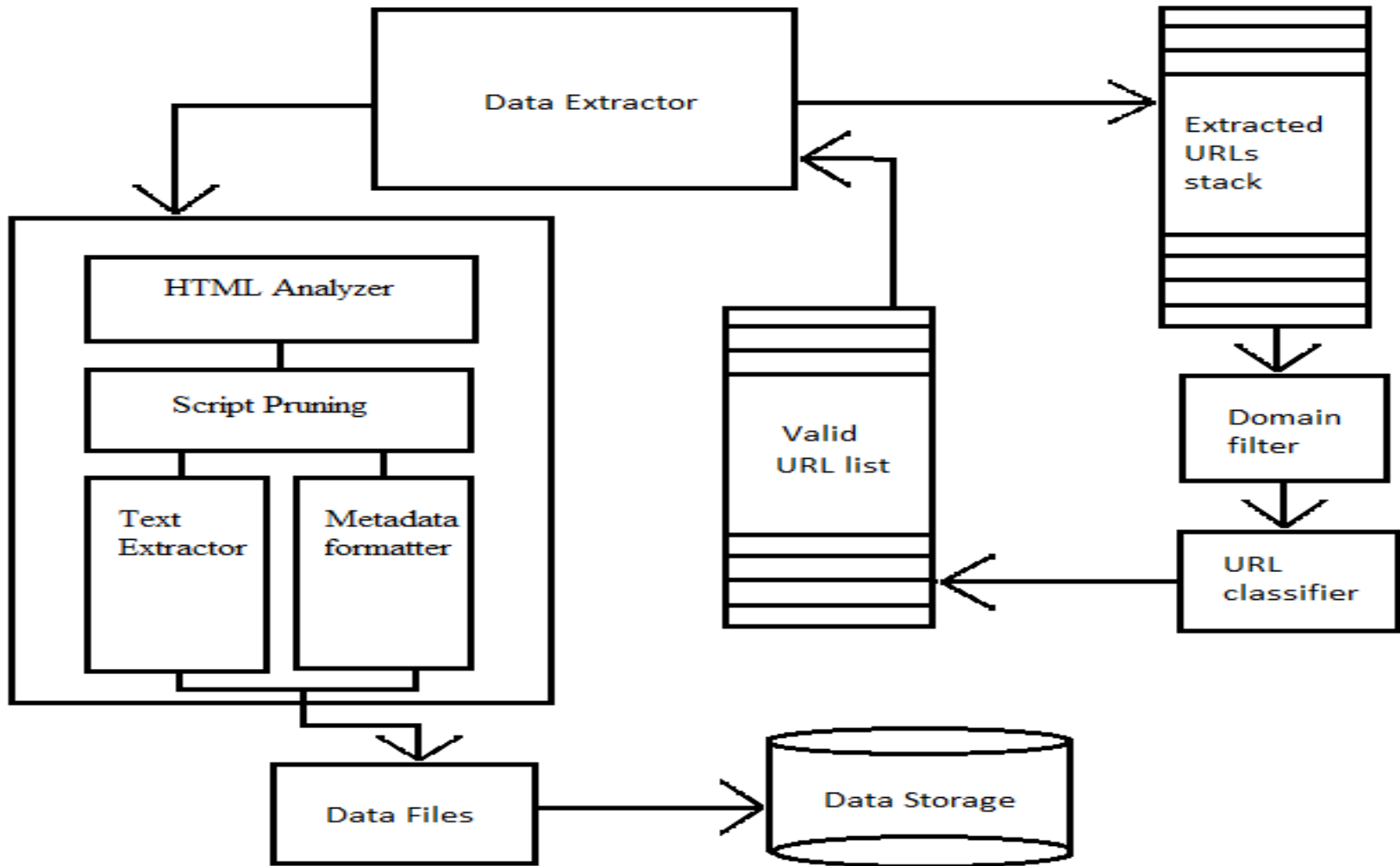
Processor	:	Intel core dual process
RAM	:	2GB
Hard disk	:	500GB
OS Type	:	64-bit
Graphics	:	Intel @Hawas Desktop

ANALYSIS

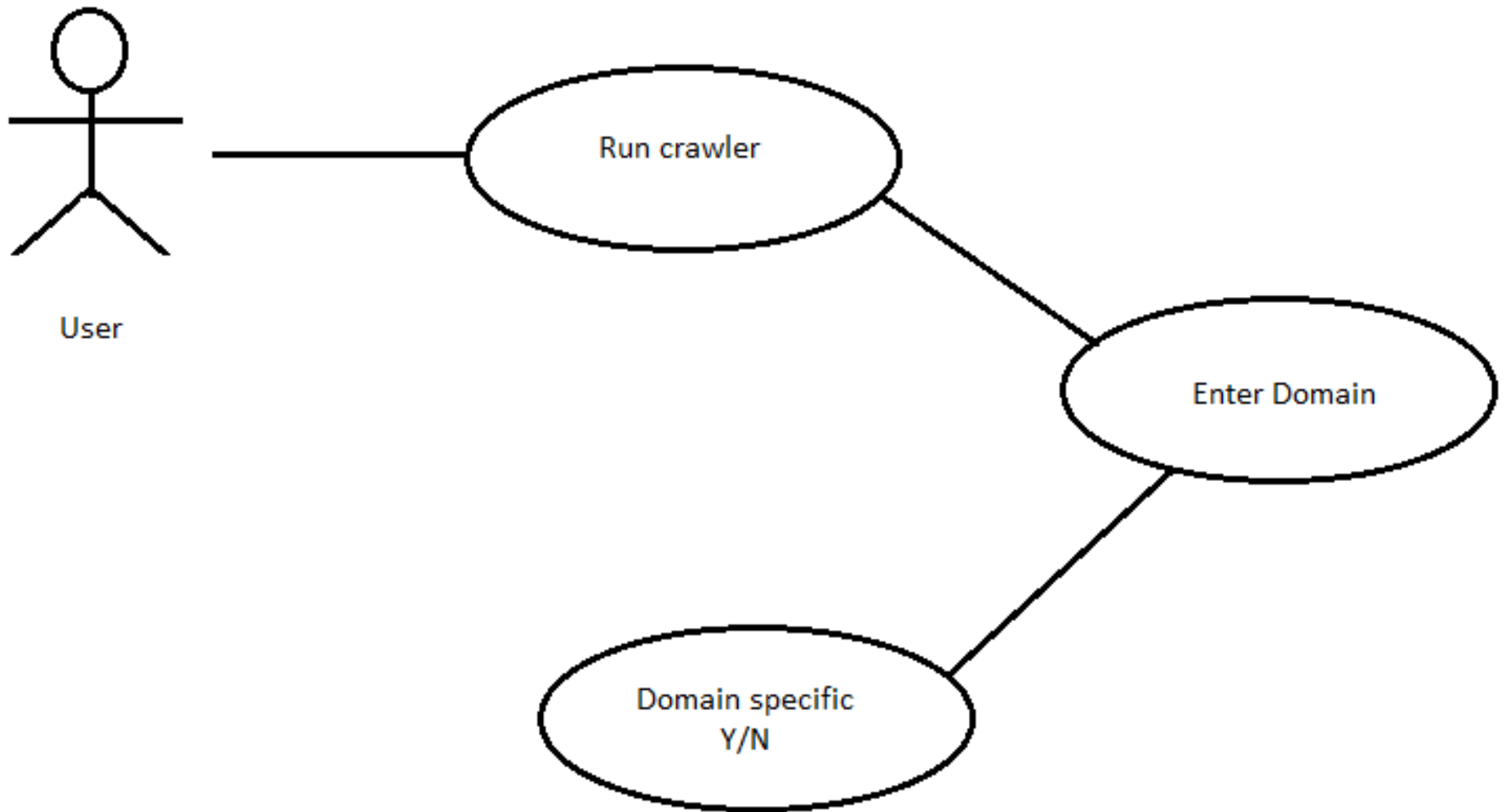
- Internet usage has increased a lot in recent times. Users can find their resources by using different hypertext links. This usage of Internet has led to the invention of web crawlers. Web crawlers are full text search engines which assist users in navigating the web. These web crawlers can also be used in further research activities (blind traversal algorithms, best first heuristic algorithms etc.).
- Crawling algorithms are thus crucial in selecting the pages that satisfies the users' needs. This paper reviews the researches on web crawling algorithms used on searching.
- In this present Google, most popular search engine, and in-depth description of methods and techniques that the Google uses in searching. Different search engines use different techniques for searching and algorithm to rank the pages.
- Collecting domain specific documents using focused crawlers has been considered one of most important strategies to find relevant information. While surfing the internet, it is difficult to deal with irrelevant pages and to predict which links lead to quality pages.
- Finally we recognize that in this game implementation purpose using web crawler technology.

- Enabling Reusable Alternative Text Descriptions using Reverse Image Search Alexa top 500 global sites on the web, 2017. <https://www.alexa.com/topsites>
- Ayar Pranav et al, International Journal of Computer Science and Mobile Computing, Vol.4 Issue.5, May- 2015, pg. 545-551© 2015, IJCSMC All Rights Reserved 545. Efficient Focused Web Crawling Approach for Search Engine, Available at <https://www.ijcsmc.com/docs/papers/May2015/V4I5201599a17.pdf>.
- International Journal of Computer Trends and Technology (IJCTT) – volume 13 number 3 – Jul 2014 ISSN: 2231-280, Web Crawler: Extracting the Web Data, <https://www.ijcttjournal.org/Volume13/number-3/IJCTT-V13P128.pdf>.
- International Journal of Computer Theory and Engineering, Vol. 5, No. 2, April 2013. Krishan Kant Lavania, Sapna Jain, Madhur Kumar Gupta, and Niccy Sharma, Google: A Case Study (Web Searching and Crawling) <http://www.ijcttjournal.org>.
- IJCSI International Journal of Computer Science Issues, Vol. 8, Issue 6, No 1, November 2011, ISSN (Online): 1694-0814 . A Survey of Web Crawler Algorithms available at www.IJCSI.org
- This paper is an accepted manuscript in 2011 International Conference on Nanoscience, Technology and Societal Implications (NSTSI). The original published manuscript can be found in: <http://ieeexplore.ieee.org/xpl/articleDetails.jsp?arnumber=6111993> or DOI: <http://dx.doi.org/10.1109/NSTSI.2011.6111993>

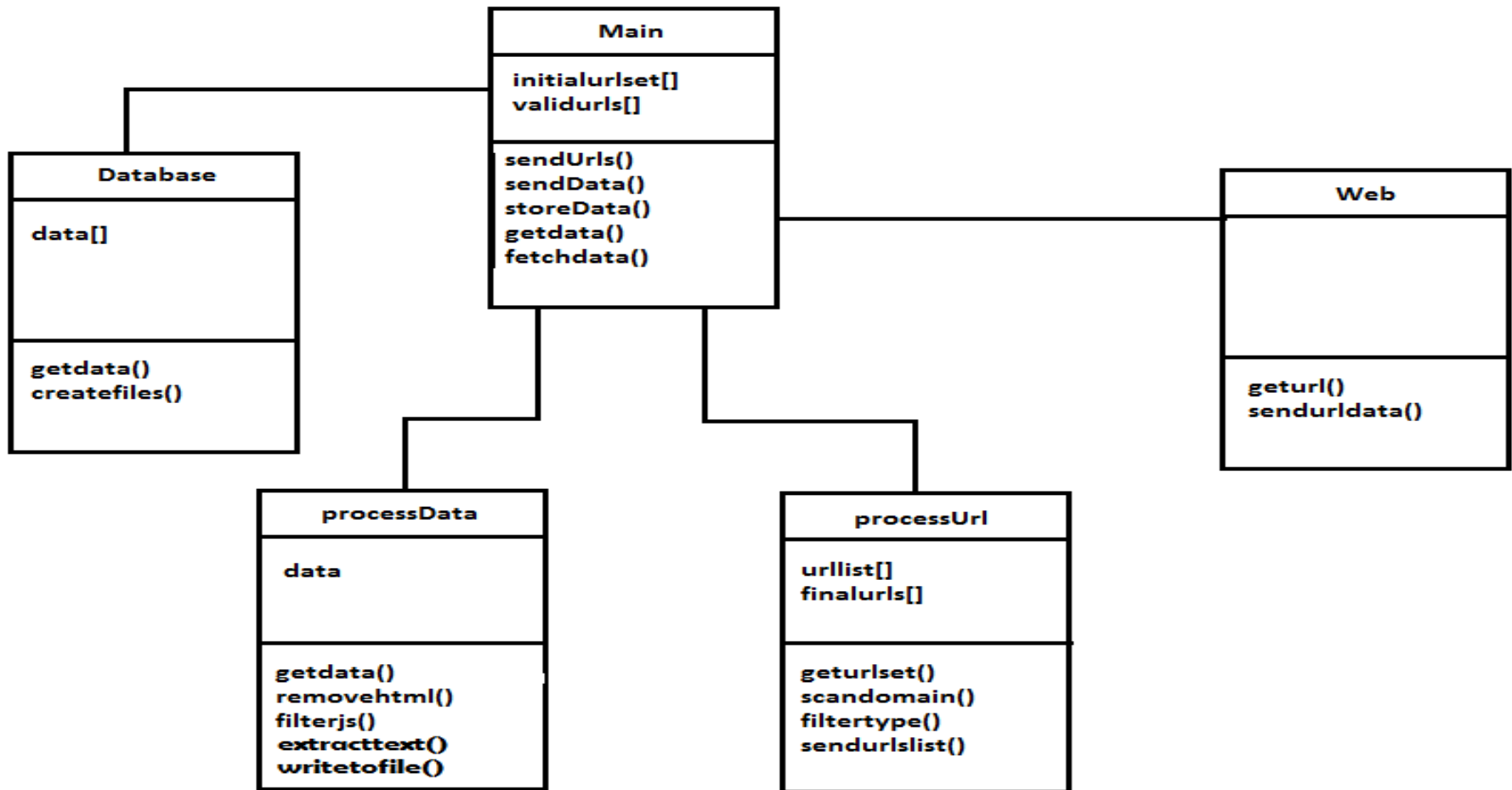
System Architecture:



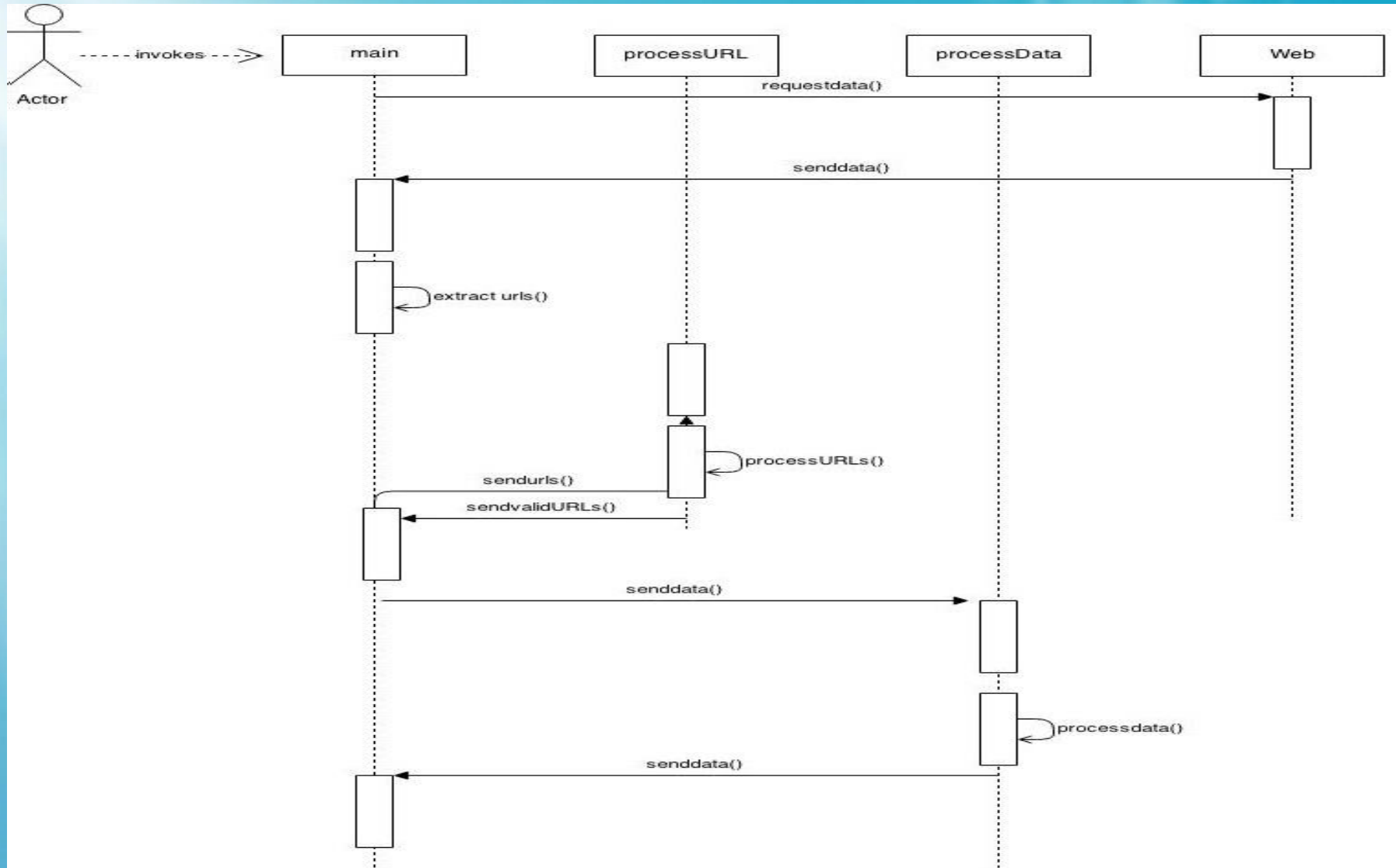
Use Case Diagram:



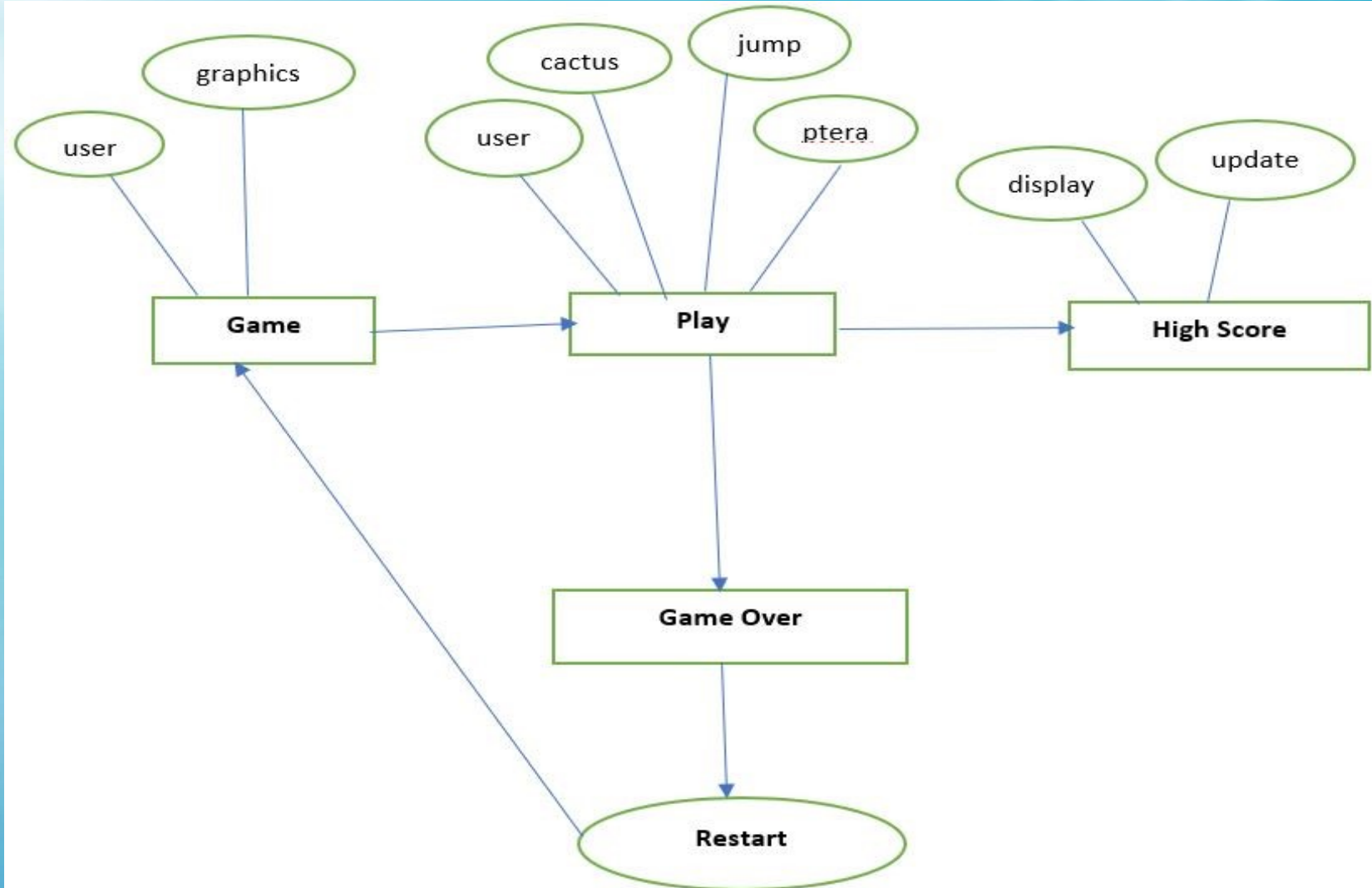
Class Diagram:



Sequence Diagram:



Sequence Diagram:



Modules

1 DINO:--

Jump method clicks the space button and makes our dino jump. The man method controls the whole process. It makes a jump over obstacles.

- Counter the game will track your progress with a high score count, including pings of deceleration upon every 100 pint you make.
- In the game small graphics that occasionally blinks. You see the blinking and this when you wont to either tap or press space bar.
- The jumping speed will be changed when ever score is increasing 0 to 100, 200, to 300.The changes will be happened in this game. Whenever your dino hits some they its game over.
- Every module having methods these one performing actions like draw, check bounds and up. Every time checks dino is jumping correctly the bounded points or not.

2 CACTUS:--

The game shows the cactus for that have methods to draw and update. In this cactus update using image grab to simultaneously comes one another. It will change on cactus module code in program.

3 PTERA:--

This is related to the bird's wings or feature. It is also having some functions like update and draw.

4 CLOUD:--

This is the storage for the score and simultaneously update the high score on the window. How many times it will play on that window only.

5 SCORE BOARD:--

Score is important to change the speed of the game. It will change the speed of the game by depends on score.

- The high score will be changed another side of the recent score.

6 GAME QUIT:--

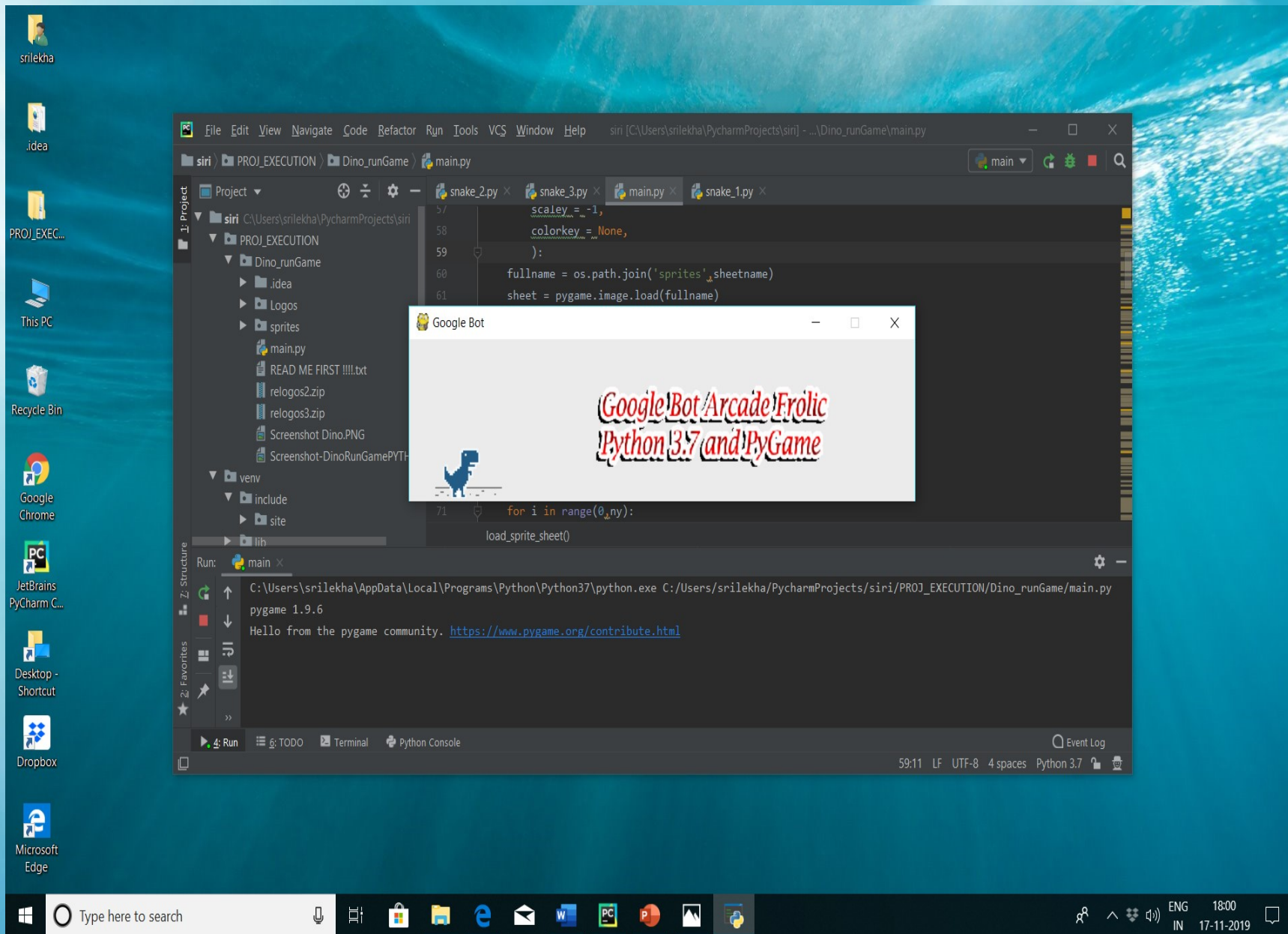
We can also quit the game and it is appearing as game over when playing the game touch, the any cactus and birds on the game.

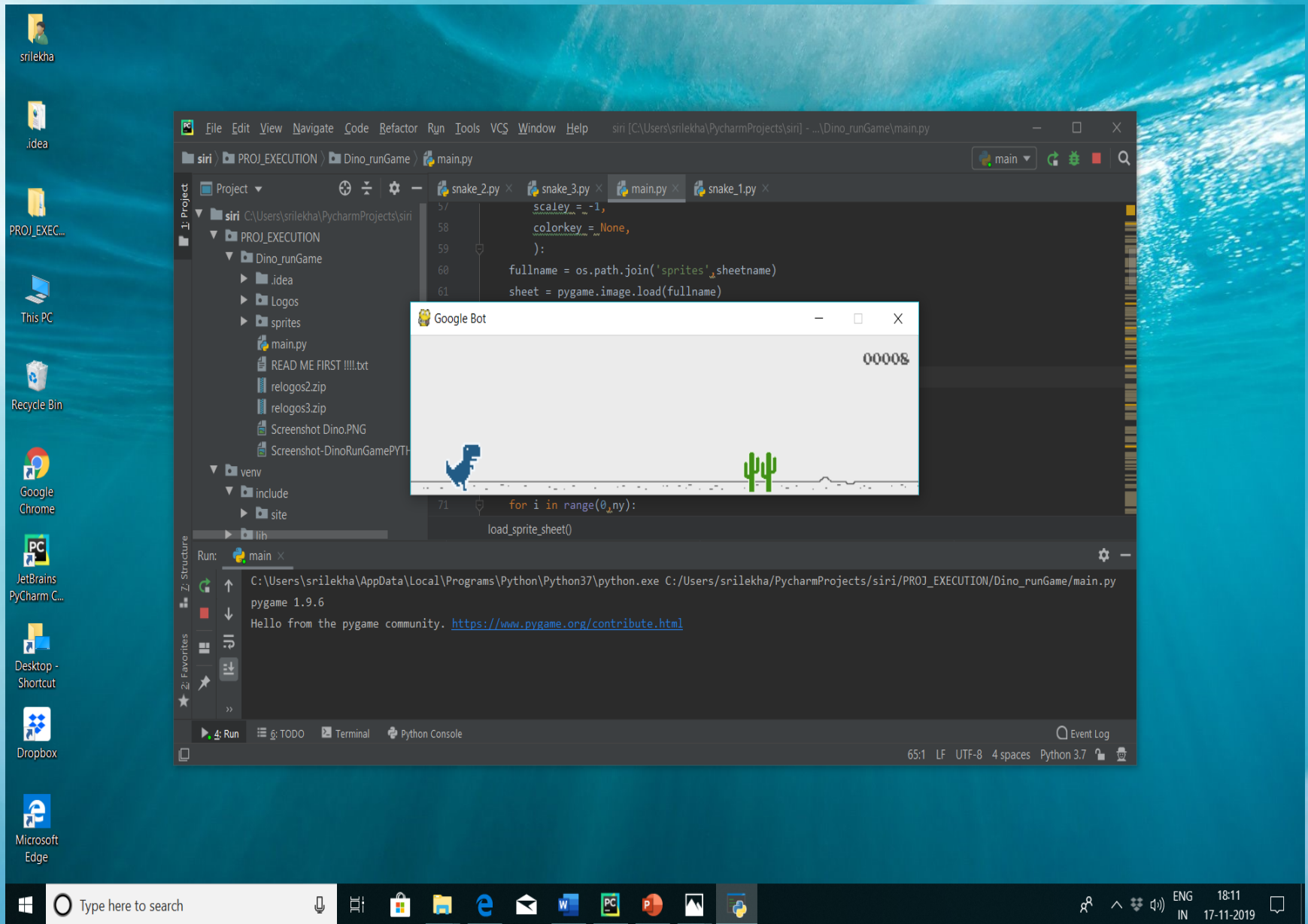
7 LOAD IMAGE:--

Load method is used to load image from resources folder. First, copy your image in the game folder then only image is uploaded in the game.

8 LOAD SPRITES:--

Sprites are generally the visual representation of objects within the game. As such, a sprite is either a single image, drawn with any drawing program users need, a set of images that, when played one after another, looks like a looping animation.





Desktop environment showing a Windows 10 interface with a blue background. The taskbar includes icons for srilekha, .idea, PROJ_EXEC..., This PC, Recycle Bin, Google Chrome, JetBrains PyCharm C..., Desktop - Shortcut, Dropbox, and Microsoft Edge.

The main application window is PyCharm, displaying a Python project named "siri". The code editor shows the following code:

```
7 http://simpson.edu/computer-science/
8
9 """
10
11 import pygame
12
13 # --- Globals ---
14 # Colors
15 BLACK = (0, 0, 0)
```

A "Google Bot" window is overlaid on the PyCharm window, displaying a blue dinosaur icon and the text "HI 00031 00021".

The PyCharm interface also shows a file explorer on the left with the following structure:

- main.py
- README FIRST !!!!.txt
- relogos2.zip
- relogos3.zip
- Screenshot Dino.PNG
- Screenshot-DinoRunGamePYTHON
- venv
 - include
 - site
- lib

The Run console at the bottom displays the following output:

```
C:\Users\sriekha\AppData\Local\Programs\Python\Python37\python.exe C:/Users/sriekha/PycharmProjects/siri/PROJ_EXECUTION/Dino_runGame/main.py
pygame 1.9.6
Hello from the pygame community. https://www.pygame.org/contribute.html
```

A notification bubble in the bottom right corner states: "Screenshot saved. The screenshot was added to your OneDrive. OneDrive".

