

# **VISVESVARAYA TECHNOLOGICAL UNIVERSITY**

**Belagavi, Karnataka-590018, Karnataka**



## **COMPUTER GRAPHICS PROJECT**

**ON**

## **“PADDLE SMASH”**

Submitted in partial fulfillment of the requirements for the award of the degree of

## **BACHELOR OF ENGINEERING**

**IN**

## **COMPUTER SCIENCE AND ENGINEERING**

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**JSS ACADEMY OF TECHNICAL EDUCATION, BENGALURU**

**Department of Computer Science and Engineering**

**2023-2024**

# JSS ACADEMY OF TECHNICAL EDUCATION

JSS Campus, Dr.Vishnuvardhan Road, Bengaluru-560060

## DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING



## CERTIFICATE

This is to certify that **COMPUTER GRAPHICS MINI PROJECT REPORT** entitled “**PADDLE SMASH**” has successfully carried out by **Pinni Raga Sruthi (1JS21CS102)** , **Sahithi Srujana C (1JS21CS122)** in partial fulfilment for the DBMS Laboratory with Mini Project (21CSL66) of 6<sup>th</sup> Semester **Bachelor of Engineering in Computer Science and Engineering** in **Visvesvaraya Technological University Belagavi** during the year 2023-2024. It is certified that all corrections and suggestions indicated for Internal Assessment have been incorporated in the report deposited in the department library. The mini project report has been approved as it satisfies the academic requirement in respect of the project work prescribed for the said degree.

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## **ABSTRACT**

The Paddle Smash program is a simple 2-player game based on the classic game ping pong. The game goes as follows, each player can control one of two paddles. The objective of the game is to consistently hit the ball back to your opponent. A point is awarded to a player whenever the other player fails to contact the ball. The game is started by tossing the ball randomly at one of the players. Whoever wins the round, gets to serve for the next point. The player to reach 5 points will be declared as the winner. The movement of each paddle is controlled by keyboard. Hence the program is made interactive by using keyboard functionalities.

We make use of C++ with OpenGL for entire coding purpose along with some features of Windows. The OpenGL Utility is a Programming Interface.

## ACKNOWLEDGEMENT

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