



GOVERNMENT COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

VIKRAM THE GHOST

MINI PROJECT PRESENTATION



GOVERNMENT COLLEGE OF ENGINEERING

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PROJECT GUIDE

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PROJECT TEAM

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AGENDA



OBJECTIVES



SYSTEM DESIGN



MODULES



SCREENSHOTS



REFERENCES



OBJECTIVES

- To develop an offline and a hard mode game which will be much difficult to play.
- Player is to survive and stay alive.
- Single player mode with increasing difficulty on levels to make game much interesting.
- To Study on AI



SYSTEM DESIGN

1) SYSTEM REQUIREMENTS



HARDWARE REQUIREMENTS

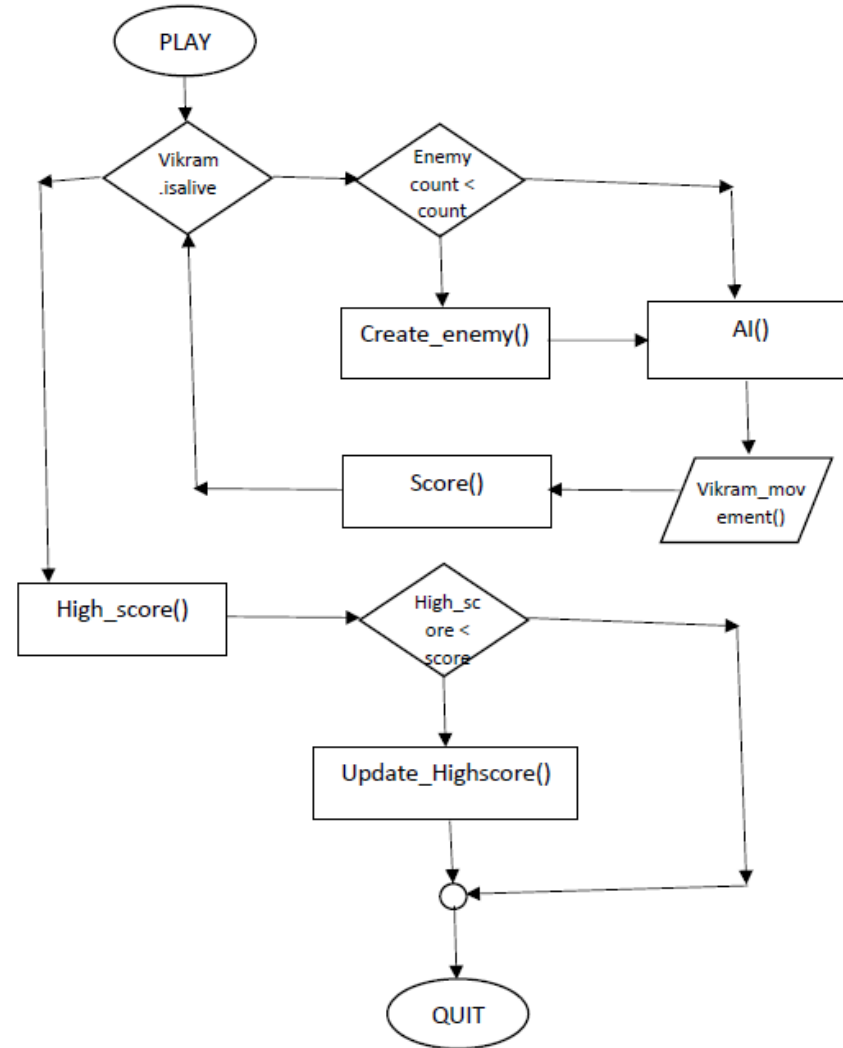
- ❖ *Hard disk : 100 MB or Above*
- ❖ *RAM : 2GB or Above*

SOFTWARE REQUIREMENTS

- ❖ Operating System : Windows
- ❖ Software : Python
- ❖ Programming Language : Python

SYSTEM DESIGN

2) FLOW CHART DIAGRAM



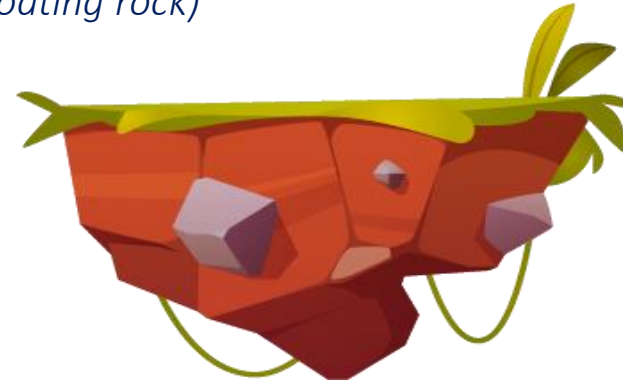
SYSTEM DESIGN

3) GRAPHICS

A) OBJECTS



i) *Surface (Floating rock)*



ii) *Health Heart*



SYSTEM DESIGN

3) GRAPHICS

B) CHARACTERS



i) *Character Vikram - Run*



ii) *Character Enemy - Run*



MODULES

IN – BUILD MODULES

Pygame

Open-source Python library that is utilized to create video games.

Random

Open-source Python library that is used to generate random numbers

USER – DEFINED MODULES

Resource

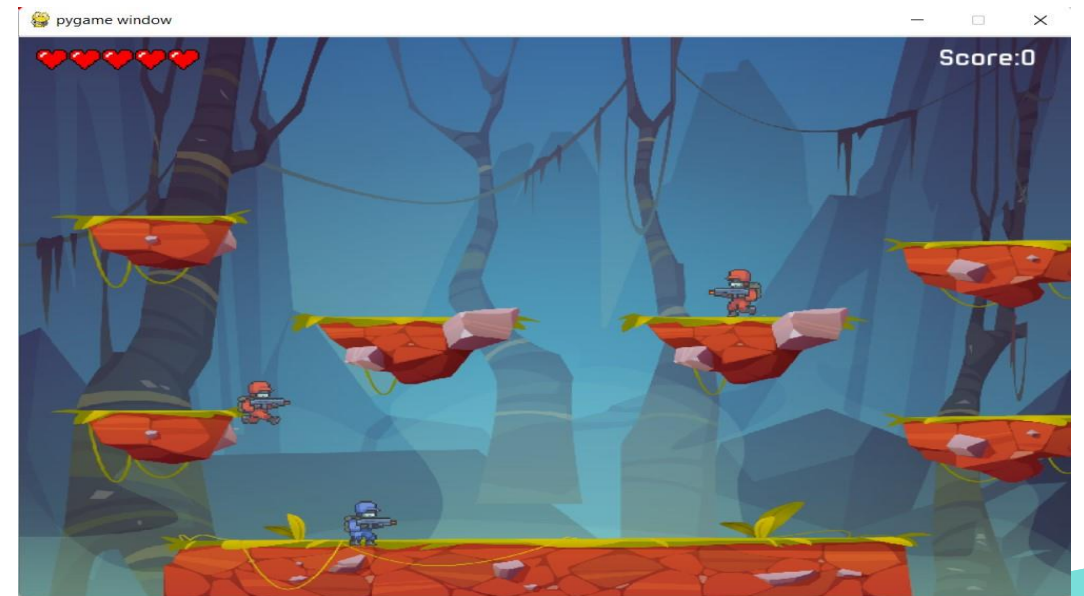
Module created to implement the classes to the similar type of objects

SCREENSHOTS

Gameplay Screenshots of Project VIKRAM – THE GHOST Game



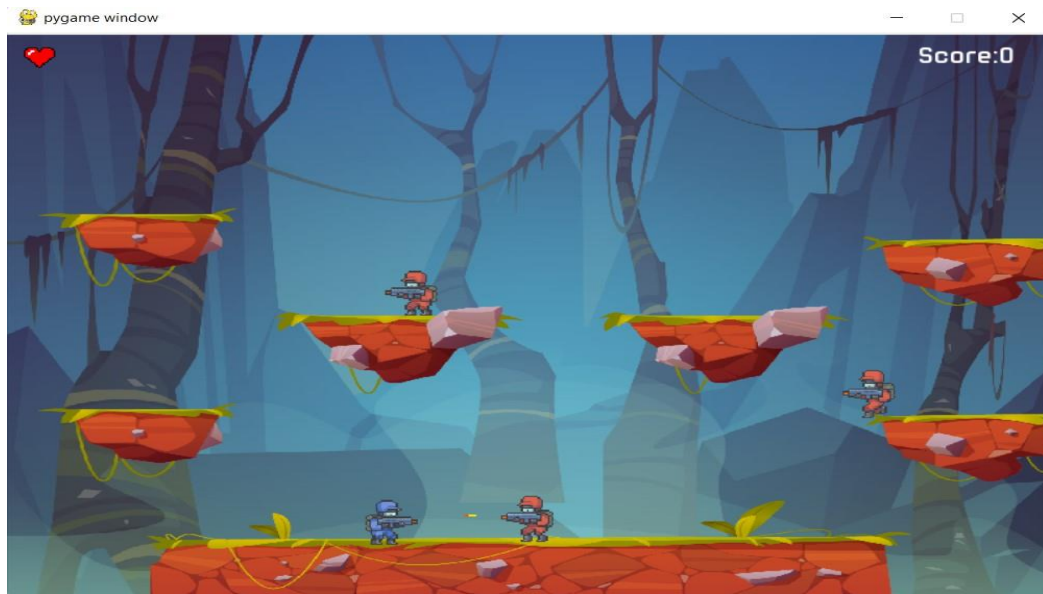
Mainmenu



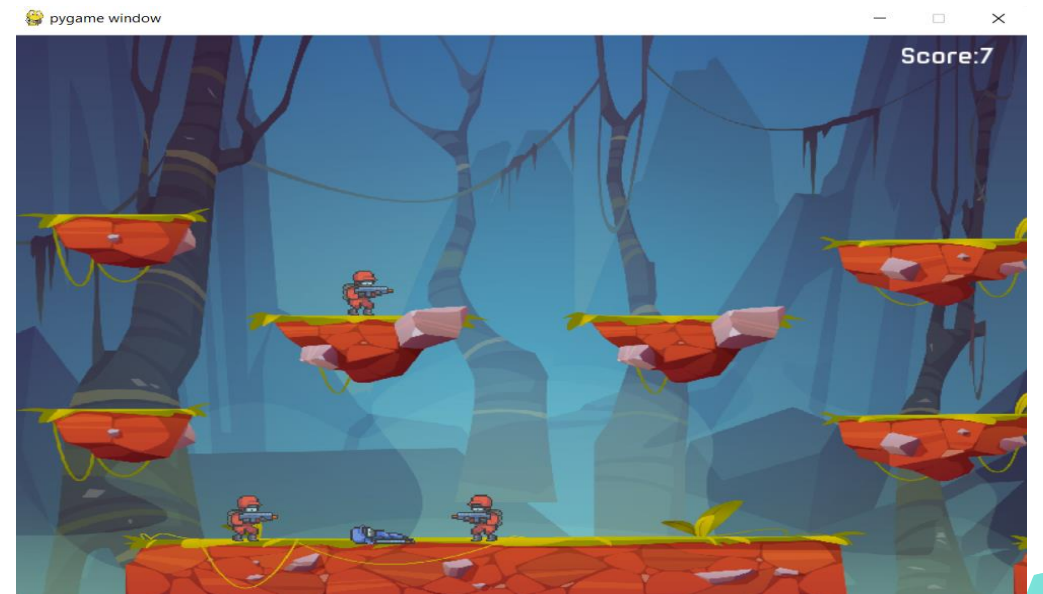
Starting Game

SCREENSHOTS

Gameplay Screenshots of Project VIKRAM – THE GHOST Game



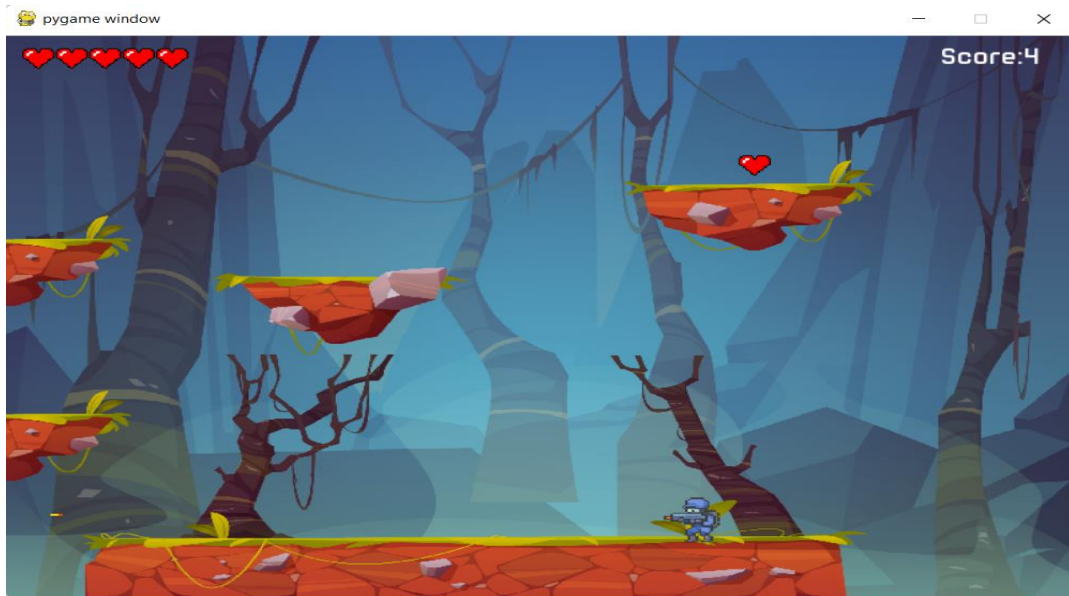
Shooting



Death of Vikram

SCREENSHOTS

Gameplay Screenshots of Project VIKRAM – THE GHOST Game



Extra Health



New Highscore Page

REFERENCES

1. *Background image and surface rock image. Available from: [Free Vector | Game platform cartoon forest landscape, 2d design \(freepik.com\)](#)*
2. *Vikram characters. Available from: <https://secrethideout.itch.io/team-wars-platformer-battle>*
3. *Enemy characters. Available from: <https://secrethideout.itch.io/team-wars-platformer-battle>*
4. *Pygame Documentation. [Pygame Front Page — pygame v2.1.1 documentation](#)*
5. *Python Documentation. [3.10.5 Documentation \(python.org\)](https://docs.python.org/3.10.5)*
6. *Real python. [Python Tutorials – Real Python](#)*
7. *Stack Overflow. [Stack Overflow - Where Developers Learn, Share, & Build Careers](#)*





Thank You