

MVJ COLLEGE OF ENGINEERING

Channasandra, Near ITPB, Bangalore-67

Department Of Computer Science and Engineering



Certificate

This is to certify that the mini project entitled "**Rocket Shooter Game**" is a bona fide work carried out by **Vaibhav Kestikar (1MJ15CS749)** a bonafide student of MVJ College of Engineering in partial fulfillment for the award of degree of Bachelor of Engineering in Computer Science & Engineering of the Visvesvaraya Technological University, Belgaum during the year 2017-18. It is certified that all the corrections/suggestions indicated for Internal Assessment have been incorporated in the Report. The mini Project Report has been approved as it satisfies the academic requirements in respect of Project work prescribed for the said degree.

Signature of the Guide

(Mrs. Sahana R)

Signature of the HOD

(Mrs. Manimozhi I)

Signature of the Examiners

.....
Internal

.....
External

ACKNOWLEDGEMENT

The satisfaction and euphoria that accompany the successful completion of any task would be incomplete without the mention of the people who made it possible, whose constant guidance and encouragement crowned our effort with success.

I wish to place on record my grateful thanks to **Mrs. Manimozhi I**, Head of the Department, Computer Science and Engg, MVJ College of Engineering, Bangalore for providing encouragement and guidance.

I consider it a privilege and honour to express my sincere gratitude to my guide **Mrs. Sahana R.** CSE Department of Computer Science & Engineering for their valuable guidance throughout the tenure of this seminar work , and whose support and encouragement made this work possible.

I wish to thank the faculty of CS&E department whose suggestions have enabled me to surpass many of the seemingly impossible hurdles.

Thank you.

ABSTRACT

This project is about developing a rocket shooter game using different primitives available in OpenGL library and effectively combining various GLUT libraries as per the requirement.

It highlights the usage of various primitive GLUT libraries along with keyboard functions and depicts the systematic consumption of many callback functions .

The visual will consist of a rocket demolishing enemy rockets to obtain points. The project is implemented OpenGL software and Code Blocks 17.12 IDE.

CONTENTS

	CHAPTERS	PAGE NO'S.
Chapter 1	Introduction	1
	1.1 Problem statement	1
	1.2 Objective of the project	3
	1.3 Scope of the project	3
	1.4 Summary	3
Chapter 2	Literature Survey	4
	2.1 Main features of the project	4
	2.2 Technical overview	4
	2.3 Summary	5
Chapter 3	Requirement Specification	6
	3.1 Functional requirements	7
	3.2 Non-functional requirements	7
	3.3 Details of the software	8
	3.4 Software Requirements	9
	3.5 Hardware Requirements	9
Chapter 4	Design	10
Chapter 5	Implementation	14
Chapter 6	Testing and debugging	32
	6.1 Test plans	32
Chapter 7	Screenshots	35
	Conclusion	37
	BIBLIOGRAPHY	38

LIST OF FIGURES

Fig Number	Fig Name	Chapter No	Page No
1.1	Application Programmers Model of Graphics System	1	2
1.2	Library Organization	4	5
4.1	Henry Ford Assembly Line Approach	4	10
7.1.1	Application Build	7	35
7.1.2	Game in progress	7	35
7.1.3	Rocket Shooting	7	36
7.1.4	Game Over	7	36

LIST OF TABLES

Table Number	Table Name	Chapter No	Page No
6.1.1	Test of source code	6	32
6.1.2	Compilation of Source Code	6	33
6.1.3	Keyboard Function	6	23
6.1.4	Creation of application	6	34