VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI– 590 018

A MICRO PROJECT REPORT ON
"Pacman Game Project using C"

Submitted By,

Sanjana M S	4AL20CS124
Divith R Rao	4AL20AI014
Rekha M S	4AL20CS115
S Vishwesh Nayak	4AL20CS120

Under the Guidance of

Mr. Pramod V B
Department of Mechanical
Engineering

ALVA'S
Education Foundation*

DEPARTMENT OF BASIC SCIENCES

ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

MOODBIDRI-574225, KARNATAKA

2020–2021

ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

MIJAR, MOODBIDRI D.K. -574225

KARNATAKA

ALVA'S
Education Foundation

DEPARTMENT OF BASIC SCIENCES

CERTIFICATE

This is to certify that the Micro-Project entitled "**Pacman Game Project using C**" has been Successfully Completed by

Sanjana M S	4AL20CS124
Divith R Rao	4AL20AI014
Rekha M S	4AL20CS115
S Vishwesh Nayak	4AL20CS120

The bonafide students of **Department of Basic Sciences, Alva's Institute of Engineering and Technology**, affiliated to VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI, during the academic year 2020–2021. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report. The report has been approved as it satisfies the academic requirements in respect of Micro-Project work prescribed for Bachelor of Engineering.

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Mr. Pramod V B
Mini Project Guide

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Dr. Ramaprasad A.T,
HOD Physics

Alva's Institute of Engg. & Technology
Mijar, MOODBIDRI - 674 225

ABSTRACT

The snake game in this project resembles Pacman to some extent in that it will be driven along a predetermined course. The Pacman eats or erases the specified blue path as he moves along it. The more you eat the path, the higher your score will be. This game application is simple to use and gives the impression of playing the genuine game. This project is a console-based programme aimed at providing amusement. With the help of the GCC compiler, this project was created in the C language utilising code