

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR

(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)



Skill Based Mini Project Report

On

SNAKE GUN WATER GAME

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MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR

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CERTIFICATE

This is certified that **Devesh Mourya** (0901CA211022) has submitted the project report titled **Snake Gun Water Game** under the mentorship of **Dr. Anshu Chaturvedi** (Professor), as the skills based mini project in 1st year of Master of Computer Application in Computer Science and Engineering from Madhav Institute of Technology and Science Gwalior.



Dr. Anshu Chaturvedi
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Computer Science and Engineering

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DECLARATION

I hereby declare that the work being presented in this project report, for the fulfilment of requirement of the skills based mini project in 1st year of Master of Computer Application in Computer Science and Engineering at **Madhav Institute of Technology & Science**, Gwalior is an authenticated and original record of my work under the mentorship of **Dr. Anshu Chaturvedi**, Professor, MITS GWALIOR.

I declare that I have not submitted the matter embodied in this report anywhere else.



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1st year,

Master of Computer Application,
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The full semester project has proved to be pivotal to my career. I am thankful to my institute, **Madhav Institute of Technology and Science** to allow me to continue my disciplinary project. I extend my gratitude to the Director of the institute, **Dr. R. K. Pandit** and Dean Academics, **Dr. Manjaree Pandit** for this.

I would sincerely like to thank my department, **Department of Computer Science and Engineering**, **for allowing** me to explore this project. I humbly thank **Dr. Manish Dixit**, Professor and Head, Department of Computer Science and Engineering, for his continued support during the course of this engagement, which eased the process and formalities involved.

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ABSTRACT

The Snake Water Gun Game is one of the most commonly known games. This game does not allow one to win all time and a significant proportion of games played results in a draw. Thus, the best a player can hope is to not lose the game. To efficiently evolve no-loss strategies, we have developed innovative ways of representing and evaluating a solution. This Game is very popular in his gaming era.

Our project explains about the Snake Gun Water Game. This project mainly explains the various actions related to student details. This project shows some ease in adding, editing, modifying and deleting the student details. It also provides a less time consuming process for viewing, adding, editing and deleting the details of the students

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1. INTRODUCTION

Snake Water Gun is one of the famous two-player game played by many people. It is a hand game in which the player randomly chooses any of the three forms i.e. snake, water, and gun. Here, we are going to implement this game using C language

Snake water gun game is a game which requires two players both have to select something from snake or water or gun. snake wins over water gun win over snake and water wins over gun. ultimately the player with maximum points wins the game

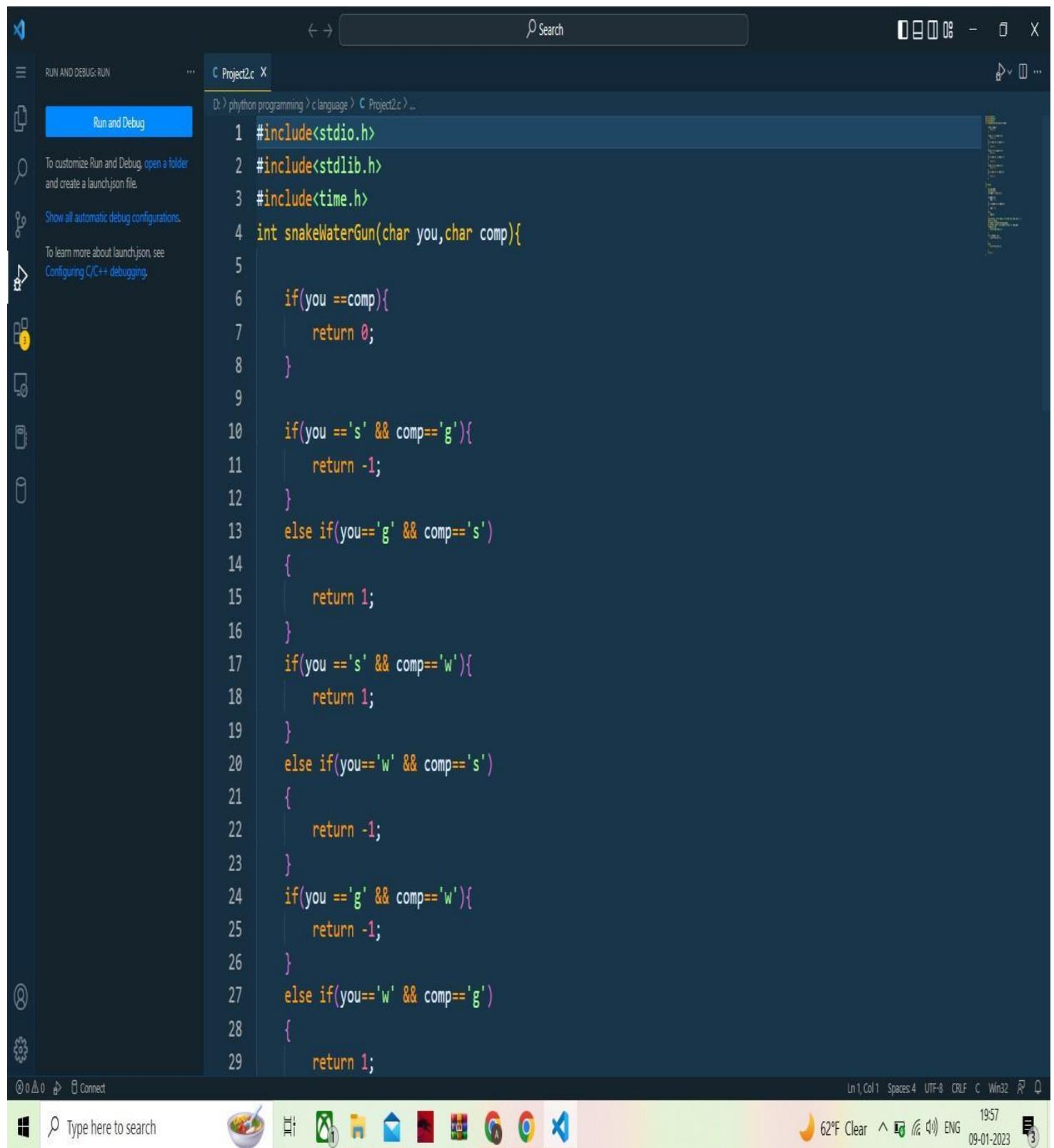
This project, we play the game Snake, Water, Gun with a (computer) C language script that randomly selects between snake, water, and gun, and the game will continue until someone hits the player-specified point limit. This is a very quick and Easy Snake Water Gun game which is very much similar to stone paper scissor. This is a good program to play the snake water gun game offline.

2. OBJECTIVES

Snake Water Gun is a simple game that is played. The rules require that competing players use one hand to form one of three shapes at an agreed-upon time. The person who plays the strongest “object” is the winner of the game

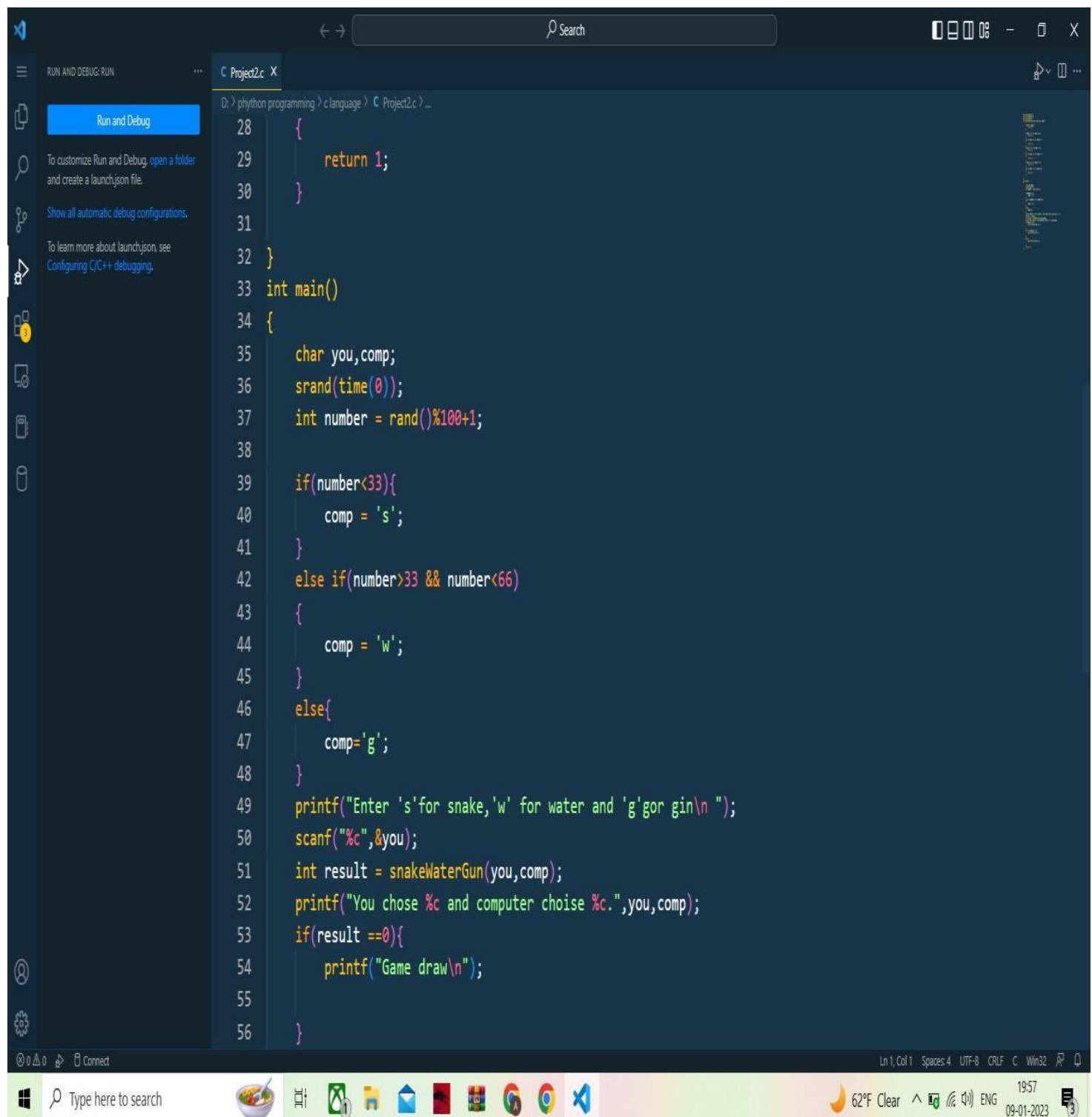
There The game is developed for full - time entertainment and enthusiasms. It teaches the Gamer to be alert at every situation he / she faces, because if the Gamer is not fully alert and notice the saucer fire he she must be hit by the saucer- bombs. Though the proposed game is an Action game, it doesn't involve direct violence.

3. CODING SCREENSHOTS



The screenshot shows a Windows desktop environment. In the foreground, a code editor window is open, displaying a C program named 'Project2.c'. The code implements a 'snakeWaterGun' function that takes two characters as input ('you' and 'comp') and returns an integer based on the outcome of a game. The code uses conditional statements to compare the characters and return values 0, -1, or 1. The code editor has a dark theme and includes a sidebar with various icons and a status bar at the bottom. In the background, the Windows taskbar is visible, showing the Start button, a search bar, and icons for various pinned apps like File Explorer, Edge, and Mail. A weather widget on the taskbar shows '62°F Clear' for 'ENG' on '09-01-2023'.

```
1 #include<stdio.h>
2 #include<stdlib.h>
3 #include<time.h>
4 int snakeWaterGun(char you,char comp){
5
6     if(you ==comp){
7         return 0;
8     }
9
10    if(you =='s' && comp=='g'){
11        return -1;
12    }
13    else if(you=='g' && comp=='s' )
14    {
15        return 1;
16    }
17    if(you =='s' && comp=='w'){
18        return 1;
19    }
20    else if(you=='w' && comp=='s' )
21    {
22        return -1;
23    }
24    if(you =='g' && comp=='w'){
25        return -1;
26    }
27    else if(you=='w' && comp=='g' )
28    {
29        return 1;
30    }
31}
```



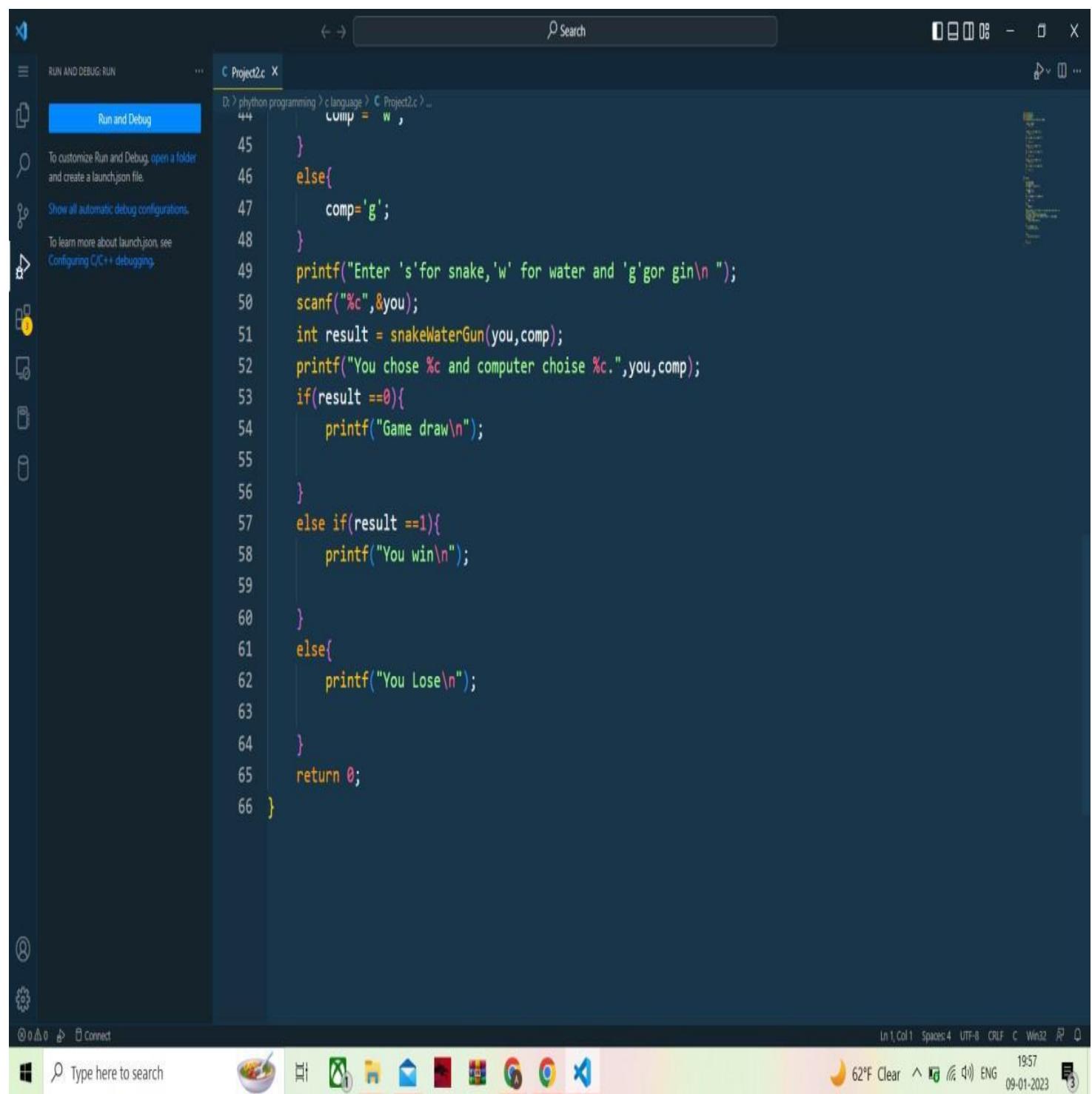
Project2.c

```
28 {
29     return 1;
30 }
31
32 }
33 int main()
34 {
35     char you,comp;
36     srand(time(0));
37     int number = rand()%100+1;
38
39     if(number<33){
40         comp = 's';
41     }
42     else if(number>33 && number<66)
43     {
44         comp = 'w';
45     }
46     else{
47         comp='g';
48     }
49     printf("Enter 's'for snake,'w' for water and 'g'for gun\n");
50     scanf("%c",&you);
51     int result = snakeWaterGun(you,comp);
52     printf("You chose %c and computer choise %c.",you,comp);
53     if(result ==0){
54         printf("Game draw\n");
55     }
56 }
```

Ln 1, Col 1 Spaces:4 UTF-8 CRLF C Win32 R Q

Type here to search

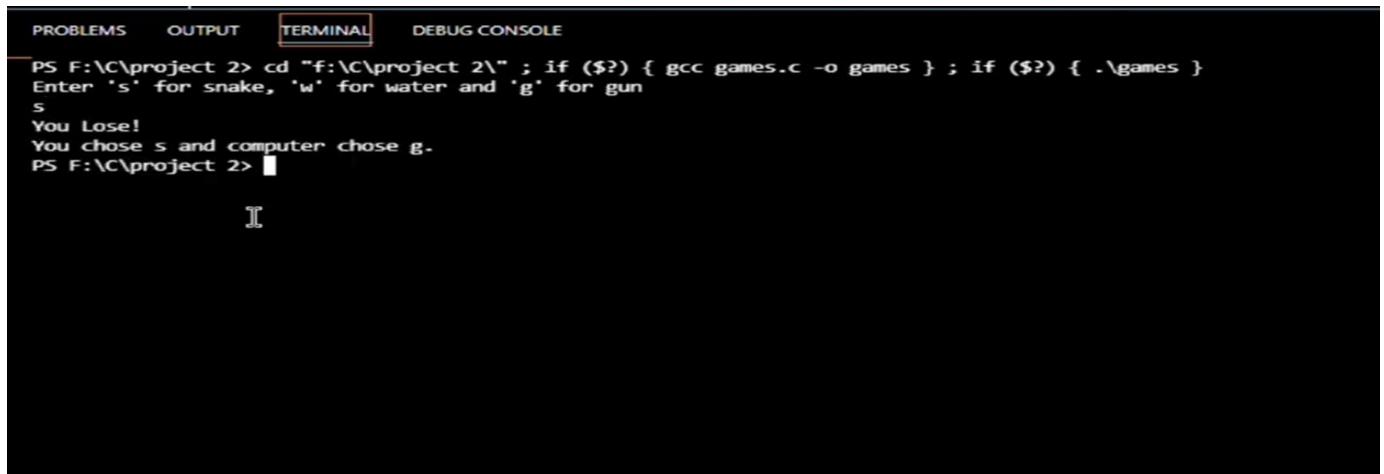
62°F Clear 62°F Clear ENG 1957 09-01-2023



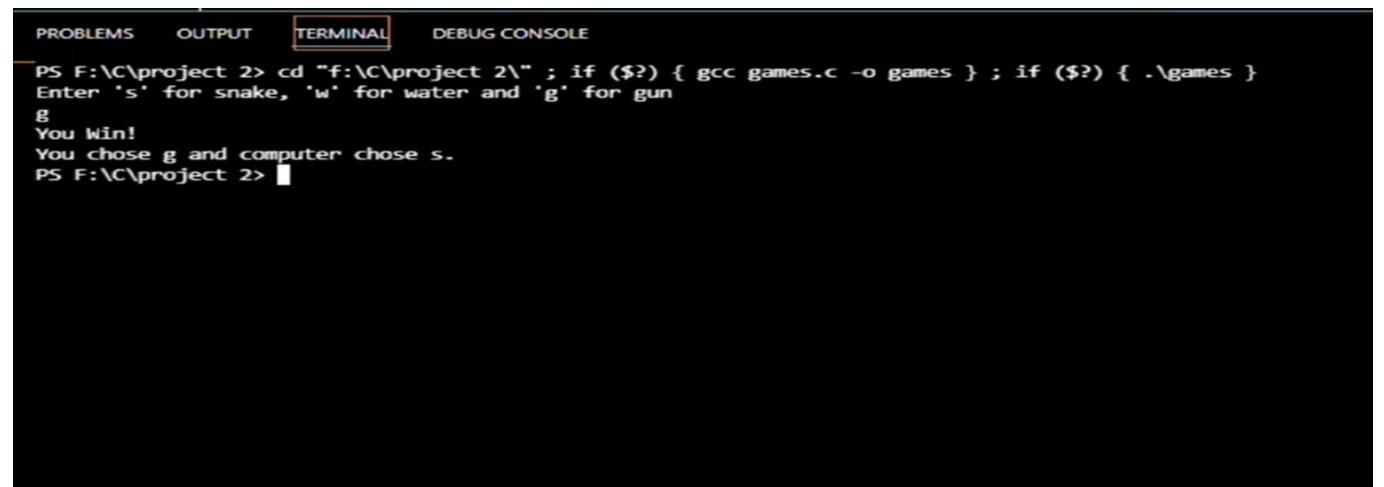
A screenshot of a Windows desktop environment. The main window is a Visual Studio Code (VS Code) instance showing a C++ file named 'Project2.c'. The code implements a game where the user chooses 's' for snake, 'w' for water, or 'g' for gun, and the computer chooses randomly. The user's choice is stored in 'you' and the computer's in 'comp'. The program then prints the choices and determines the result based on the rules of the game. The taskbar at the bottom of the screen displays icons for the Start button, File Explorer, Task View, and several pinned applications including a browser, file manager, and communication tools. The system tray shows the date (09-01-2023), time (19:57), battery level (62°F), and language (ENG). The VS Code interface includes a sidebar with 'RUN AND DEBUG' options, a search bar, and a status bar at the bottom.

```
44     comp = 'w' ,  
45 }  
46 else{  
47     comp='g';  
48 }  
49 printf("Enter 's'for snake,'w' for water and 'g'for gun\n ");  
50 scanf("%c",&you);  
51 int result = snakeWaterGun(you,comp);  
52 printf("You chose %c and computer choise %c.",you,comp);  
53 if(result ==0){  
54     printf("Game draw\n");  
55 }  
56 }  
57 else if(result ==1){  
58     printf("You win\n");  
59 }  
60 else{  
61     printf("You Lose\n");  
62 }  
63 }  
64 }  
65 return 0;  
66 }
```

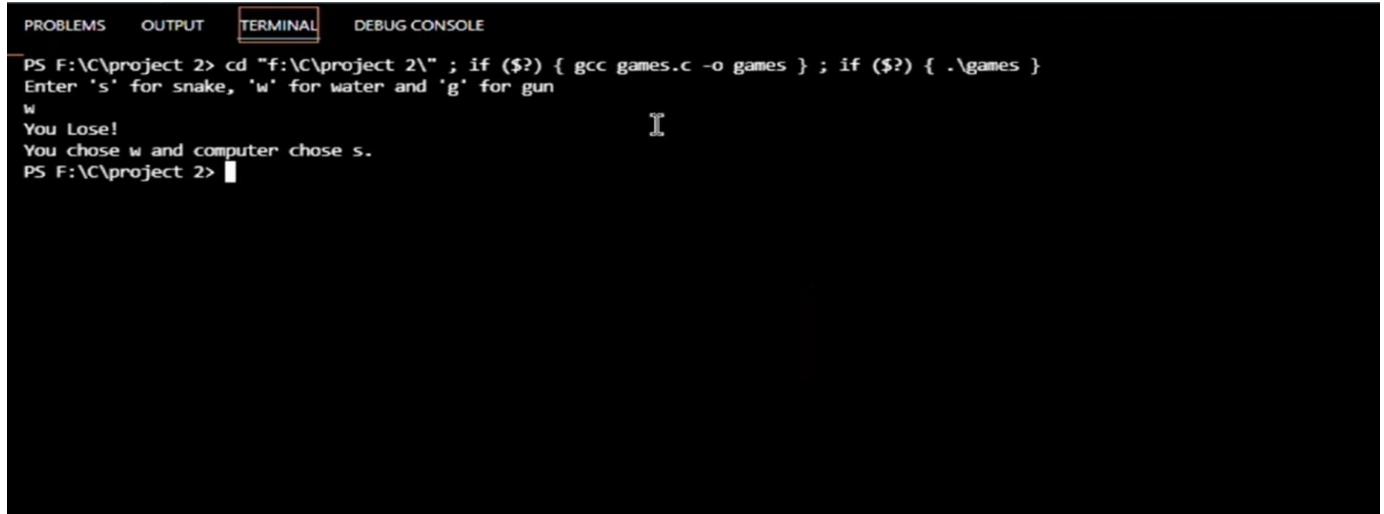
4. OUTPUT SCREENSHOTS



```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
PS F:\C\project 2> cd "f:\C\project 2\" ; if ($?) { gcc games.c -o games } ; if ($?) { .\games }
Enter 's' for snake, 'w' for water and 'g' for gun
s
You Lose!
You chose s and computer chose g.
PS F:\C\project 2> █
```



```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
PS F:\C\project 2> cd "f:\C\project 2\" ; if ($?) { gcc games.c -o games } ; if ($?) { .\games }
Enter 's' for snake, 'w' for water and 'g' for gun
g
You Win!
You chose g and computer chose s.
PS F:\C\project 2> █
```



```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
PS F:\C\project 2> cd "f:\C\project 2\" ; if ($?) { gcc games.c -o games } ; if ($?) { .\games }
Enter 's' for snake, 'w' for water and 'g' for gun
w
You Lose!
You chose w and computer chose s.
PS F:\C\project 2> █
```

5. CONCLUSION

The project entitled Number Guessing Game in C language was completed successfully. The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming.

This project helped us in gaining valuable information and practical knowledge on several topics. The entire system is secured, Also the project helped us understanding about the development phases of a project. We learned how to test different features of a project.

This project has given us great satisfaction in having designed an application There is a scope for further development in our project to a great extend.

6. BIBLIOGRAPHY

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