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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GWALIOR - 474005 (MP) est. 1957

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CERTIFICATE

This is certified that **Jayender Singh** (0901CA211024) 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
(Professor)
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.

Jayendra

Jayender Singh

0901CA211024

1st year,

Master of Computer Application,

Computer Science and Engineering

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ACKNOWLEDGEMENT

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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.

I am sincerely thankful to my faculty coordinator. I am grateful to the guidance of **Dr. Anshu Chaturvedi,** Professor, Computer Science and Engineering, for his continued support and guidance throughout the project. I am also very thankful to the faculty and staff of the department.

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1st year,
Master of Computer Application,
Computer Science and Engineering

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

CONTENTS

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

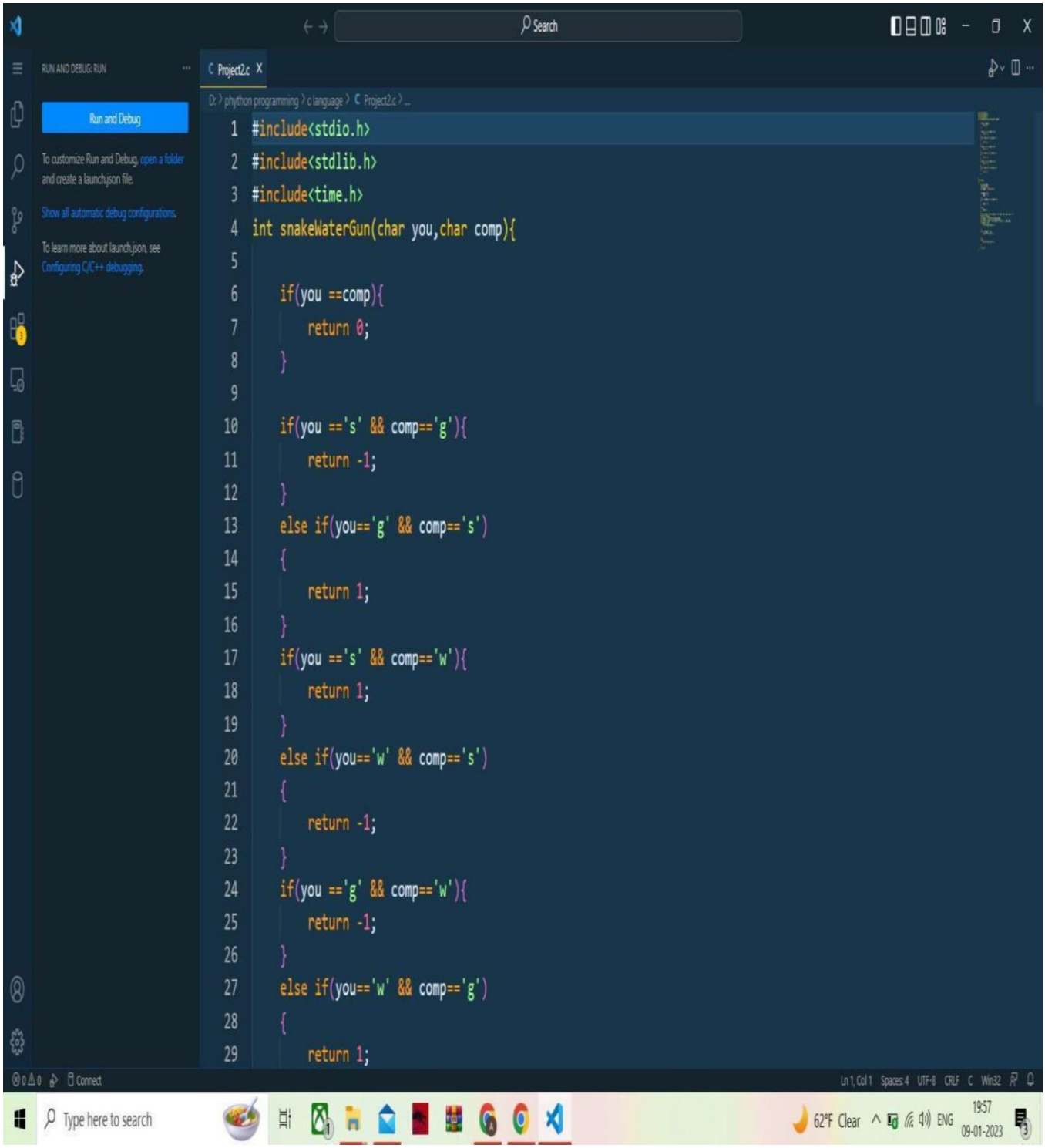
This project, we play the game Snake, Water, Gun with a (computer) C language script that randomly selects between snake, water, and gun, and the game will continue until someone hits the player-specified point limit. This is a very quick and Easy Snake Water Gun game which is very much similar to stone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



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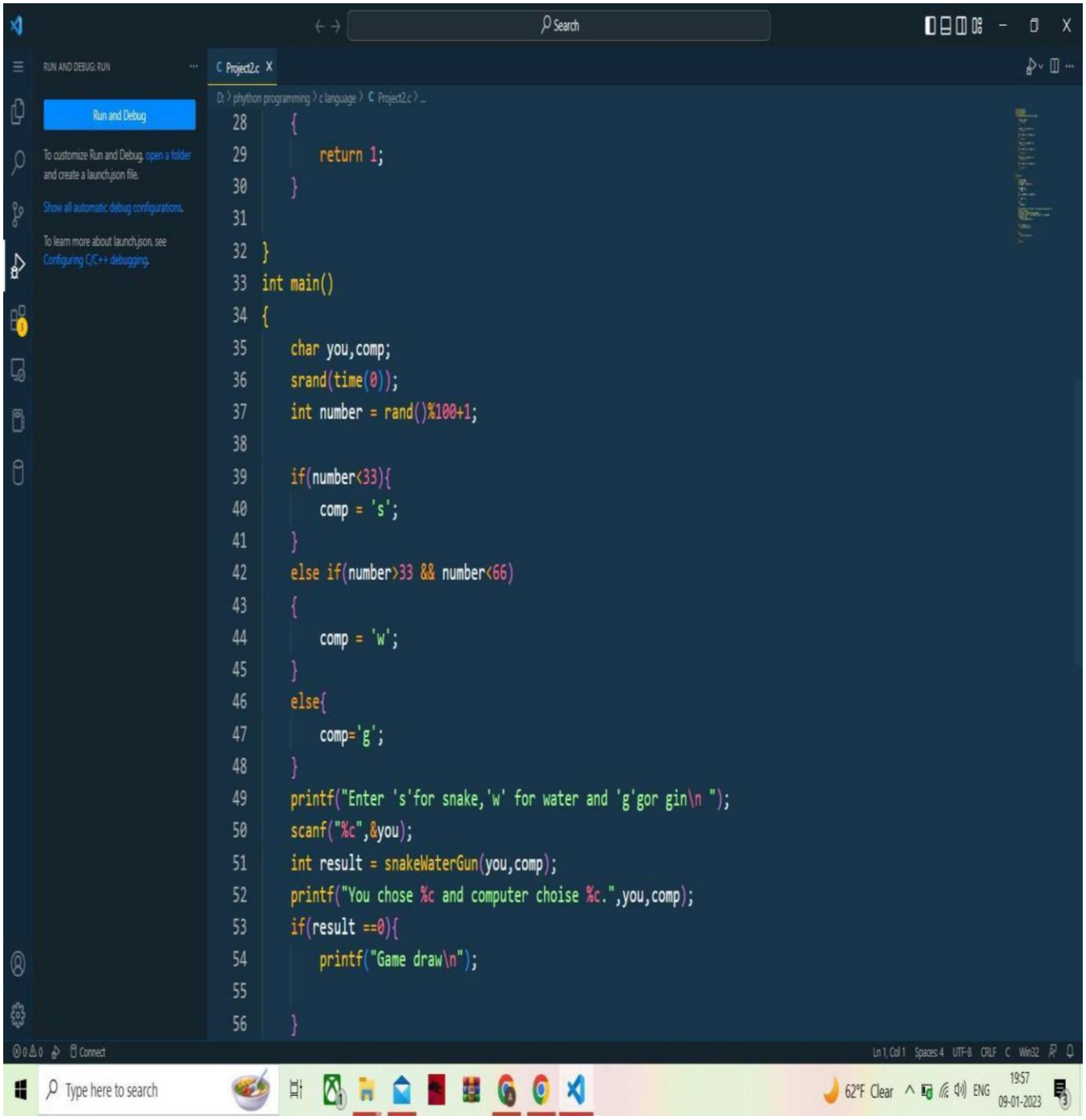
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RUN AND DEBUG: RUN
Run and Debug
To customize Run and Debug, open a folder and create a launch.json file.
Show all automatic debug configurations.
To learn more about launch.json, see Configuring C/C++ debugging.
Project2.c
D: > phython programming > c language > 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'gor gin\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 }
Connect
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Type here to search
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ENG
19:57
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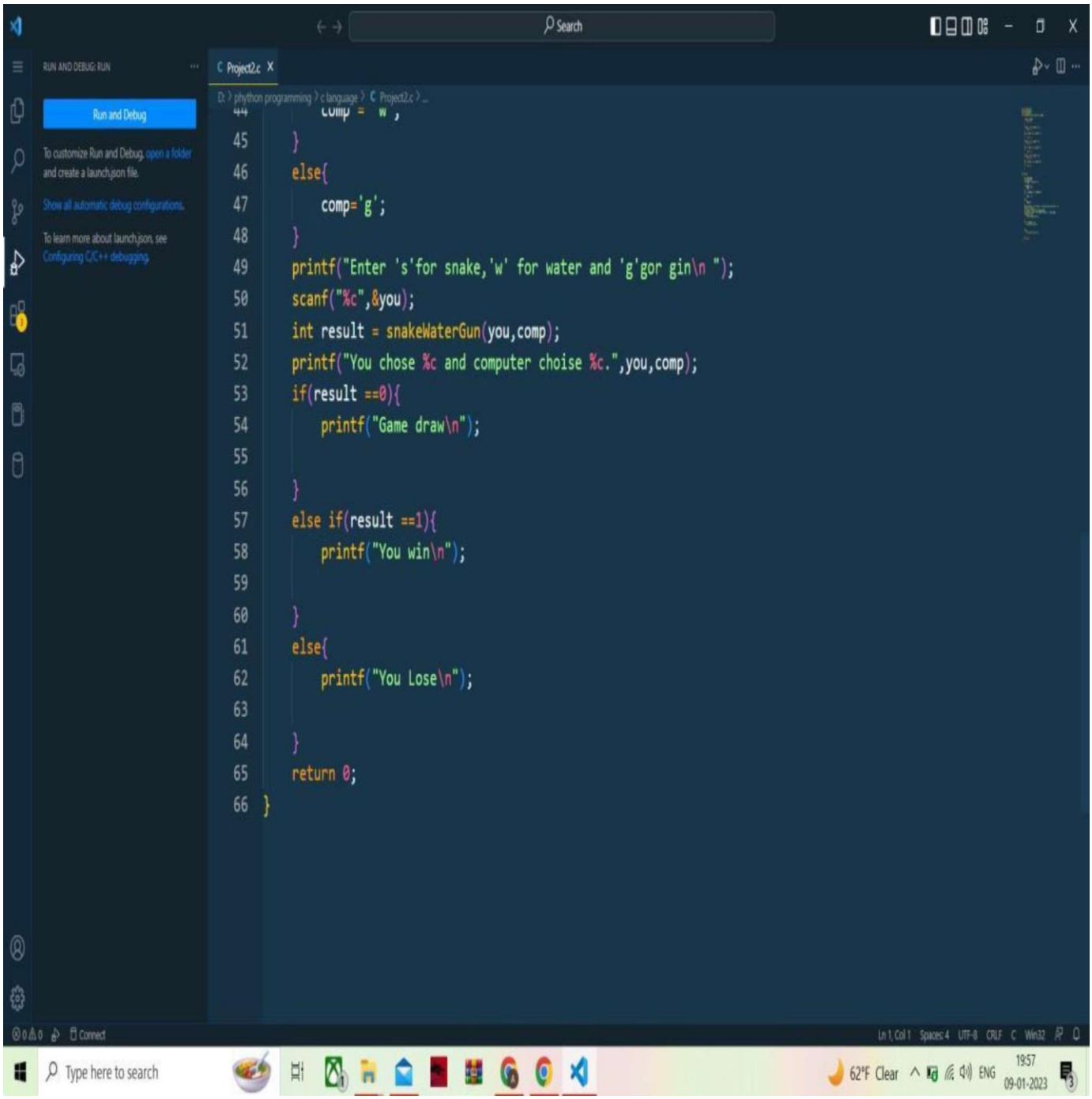
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scanf("%c",&you);
int result = snakeWaterGun(you,comp);
printf("You chose %c and computer choise %c.",you,comp);
if(result ==0){
printf("Game draw\n");
}
else if(result ==1){
printf("You win\n");
}
else{
printf("You Lose\n");
}
return 0;
}
Connect
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62°F Clear
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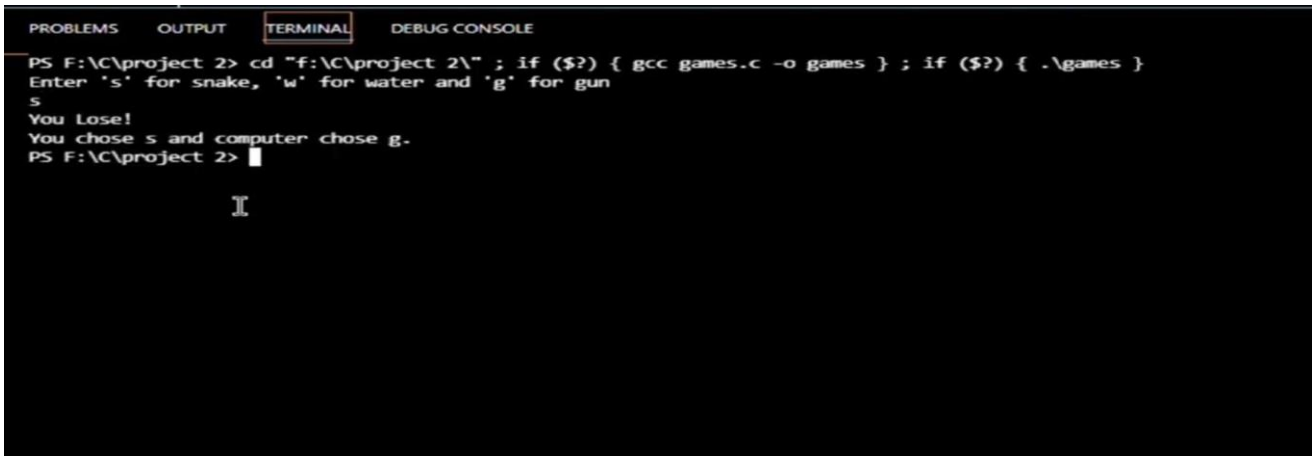
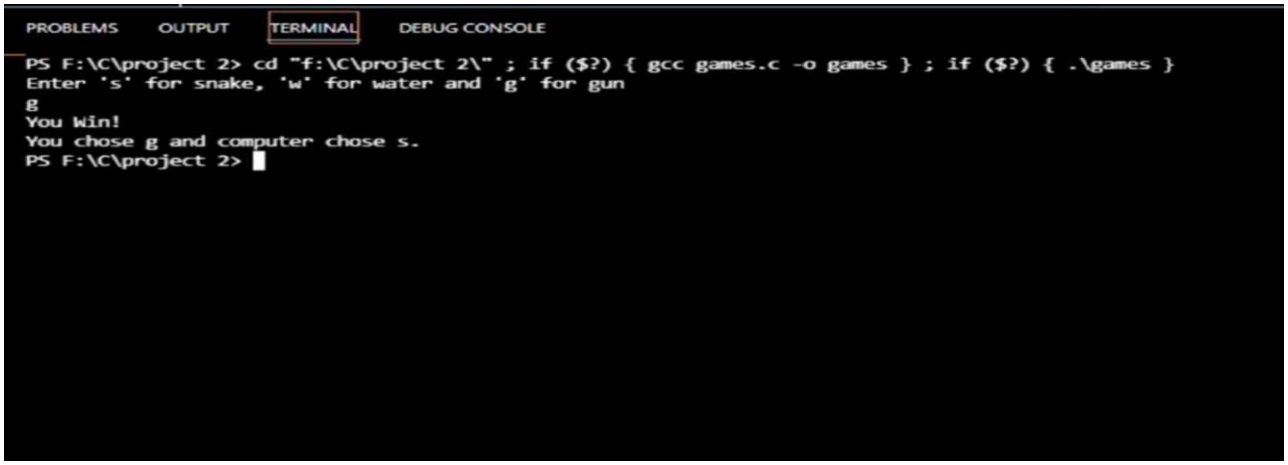
4. OUTPUT SCREENSHOTS





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.

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