



**GALGOTIAS
UNIVERSITY**

(Established under Galgotias University Uttar Pradesh Act No. 14 of 2011)

**UNIVERSITY OF POLYTECHNIC
(GREATER NOIDA , UTTAR PRADESH)**

**PROJECT - II (DPCS9999)
REPORT ON PYTHON GAME**

By

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Inpartial fulfillment of requirements for the award of the degree

DIPLOMA IN COMPUTER SCIENCE & ENGINEERING

(Under the guidance of Er. Anand Dohare and Er. Nutan Gusain)



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Galgotias University

Department of Computer Science

CERTIFICATE

This is to certify that MOHAMMAD ALI AZHAR KHAN, SHALINI student of Diploma in Computer Science & Engineering ,SIX Semester, Department of Computer Science of Galgotias University, has pursued the Major Project titled "Piano Titles" under the supervision of Er. Anand Dohare, Head Of Department (HOD) and Assistance Professor Er. Nutan Gusain and the report has been submitted in partial fulfillment of requirements for the award of the degree, Diploma in Computer Science & Engineering by Galgotias University in the Year 2021.

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Assistance Professor

Er. Anand Dohare

Head of Department (HOD)

ACKNOWLEDGEMENT

I express my sincere regard and indebtedness to my project internal guide Er. Anand Dohare and Er. Nutan Gusain, for his valuable time, guidance, encouragement, support and cooperation throughout the duration of our project. I would sincerely like to thank IT Department for giving me the opportunity to work on enhancing my technical skills while undergoing this project. This project was done under the guidance of Er. Anand Dohare, Head of Department and Er. Nutan Gusain. This project helped in understanding the various parameters which are involved in the development of a web application and the working and integration of front end along with the back end to create a fully functional web application.

I would like to thank Er. Anand Dohare (Head of Department), Er. Nutan Gusain and whole of department for their constant support.

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ABSTRACT
(For final year project)

In this project we are going to make a python game while some coding elements
In this this project we are going to use a waterfall model because this in this
Model This model is simple and easy to understand and use. It is easy to
manage due to the rigidity of the model - each phase has specific deliverables
and a review process . In this model phases are processed and completed one
at a time. Phases do not overlap. First is going to make the design of python
game and Secound is going to do testing and research work on the
game. final is handling all the coding of the game and game name is Piano
title.

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CHAPTER 1 : INTRODUCTION

1.1 INTRODUCTION

The project Piano title a web site that allows the administrator to handle all the blog activities online quickly and safely.

1.2 AIM

Our proposed system is a piano game system that enables ease for the user. It overcomes the disadvantages of the traditional queueing system. Our proposed system is a medium to read review ongameing experience level. This system improves the method of taking the reviews from Gamers.

1.3 FEASIBILITY STUDY

A feasibility study is a high-level capsule version of the entire System analysis and Design Process. The study begins by classifying the problem definition. Feasibility is to determine if it's worth doing. Once an acceptance problem definition has been generated, the analyst develops a logical model of the system. A search for alternatives is analyzed carefully. There are 3 parts in feasibility study.

1) Operational Feasibility

2) Technical Feasibility

3) Economical Feasibility

1.3.1 OPERATIONAL FEASIBILITY

Operational feasibility is the measure of how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development. The operational feasibility assessment focuses on the degree to which the proposed development projects fits in with the existing business environment and objectives with regard to development schedule, delivery date, corporate culture and existing business processes. To ensure success, desired operational outcomes must be imparted during design and development. These include such design-dependent parameters as reliability, maintainability, supportability, usability, producibility, disposability, sustainability, affordability and others. These parameters are required to be considered at the early stages of design if desired operational behaviours are to be realised. A system design and development requires appropriate and timely application of engineering and management efforts to meet the previously mentioned parameters. A system may serve its intended purpose most effectively when its technical and operating characteristics are engineered into the design. Therefore, operational feasibility is a critical aspect of systems engineering that needs to be an integral part of the early design phases.

1.3.2 TECHNICAL FEASIBILITY

This involves questions such as whether the technology needed for the system exists, how difficult it will be to build, and whether the firm has enough experience using that technology. The assessment is based on outline design of system requirements in terms of input, processes, output, fields, programs and procedures. This can be qualified in terms of volume of data, trends, frequency of updating in order to give an introduction to the technical system. The application is the fact that it has been developed on windows XP platform and a high configuration of 1GB RAM on Intel Pentium Dual core processor. This is technically feasible .The technical feasibility assessment is focused on gaining an understanding of the present technical resources of the organization and their applicability to the expected needs of the proposed system. It is an evaluation of the hardware and software and how it meets the need of the proposed system.

1.3.3 ECONOMICAL FEASIBILITY

Establishing the cost-effectiveness of the proposed system i.e. if the benefits do not outweigh the costs then it is not worth going ahead. In the fast paced world today there is a great need of online social networking facilities. Thus the benefits of this project in the current scenario make it economically feasible. The purpose of the economic feasibility assessment is to determine the positive economic benefits to the organization that the proposed system will provide. It includes quantification and identification of all the benefits expected. This assessment typically involves a cost/benefits analysis.

4 Giant Chart

Activity	Time Frame					
	16/12/2020 To 18/12/2020	19/12/2020 TO 5/1/2021	6/1/2021 To 1/2/2021	5/2/2021 To 5/3/2021	11/3/2021 To 18/3/2021	21/3/2021 To 1/4/2021
Literature Survey & Planning						
Feature Finalisation With Mockup						
Front End Developments						
BackEnd Development						
Testing & Fault Detection						
Project Report						

1.5 ORGANISATION OF THE REPORT

1.5.1 INTRODUCTION

This section includes the overall view of the project i.e. the basic problem definition and the general overview of the problem which describes the problem in layman terms. It also specifies the software used and the proposed solution strategy.

1.5.2 SOFTWARE REQUIREMENTS SPECIFICATION

This section includes the Software and hardware requirements for the smooth running of the application.

1.5.3 DESIGN & PLANNING

This section consists of the Software Development Life Cycle model. It also contains technical diagrams like the Data Flow Diagram and the Entity Relationship diagram.

1.5.4 IMPLEMENTATION DETAILS

This section describes the different technologies used for the entire development process of the Front-end as well as the Back-end development of the application.

1.5.5 RESULTS AND DISCUSSION

This section has screenshots of all the implementation i.e. user interface and their description.

1.5.6 SUMMARY AND CONCLUSION

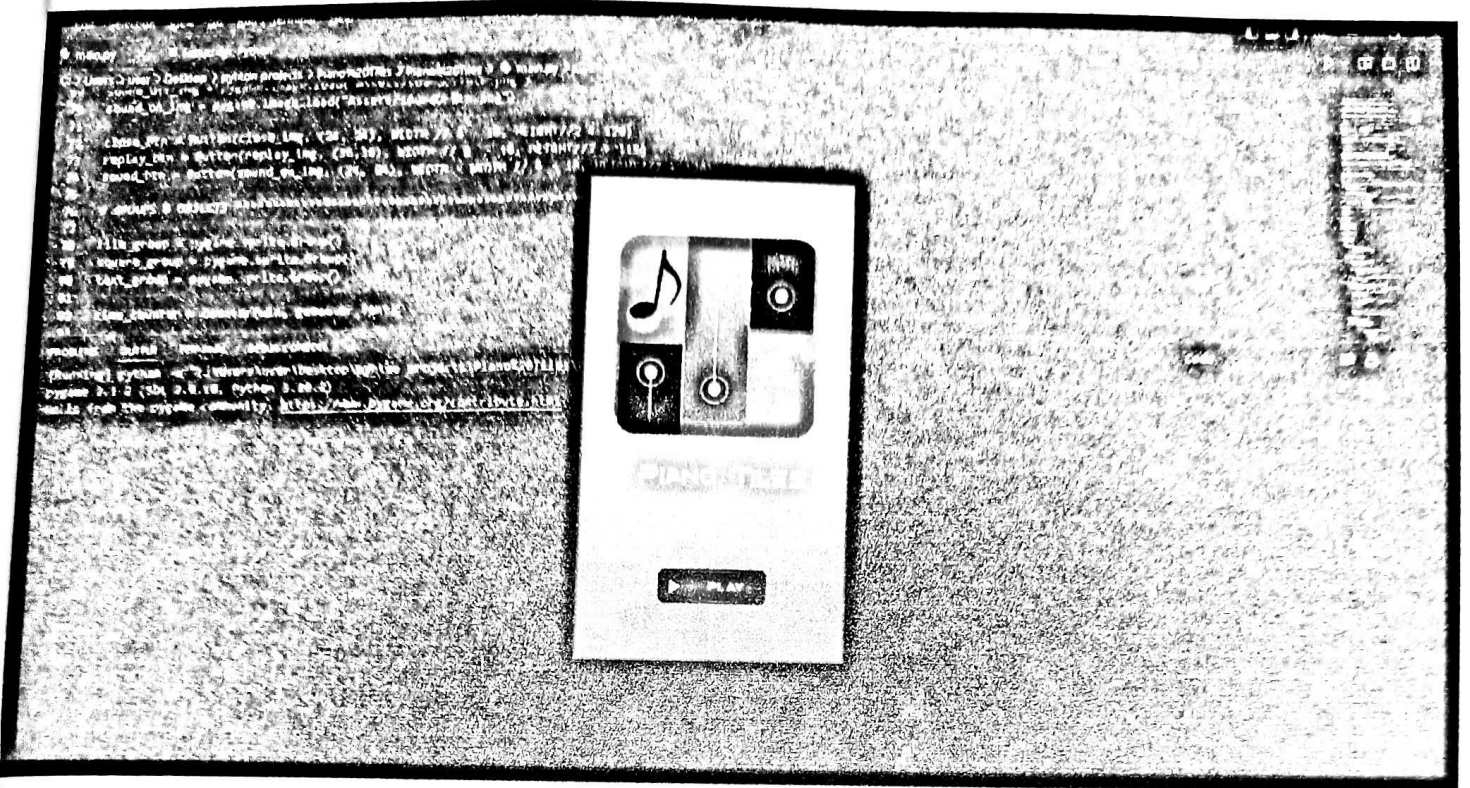
This section has screenshots of all the implementation i.e. user interface and their description.

```
...
class Pro = struct {
  name: string,
  ...
}
...

```



1.6 Index page



CHAPTER 2 : SOFTWARE REQUIREMENTS SPECIFICATION

2.1 Hardware Requirements

Number	Description
1	PC with 250 GB or more Hard disk.
2	PC with 2 GB RAM.
3	PC with Pentium 1 and Above.

2.2 Software Requirements

Number	Description	Type
1	Operating System	Windows XP / Windows
2	Language	HTML , CSS , Javascript , Jquery , bootstrap
3	IDE	Visual Code
4	Browser	Google Chrome

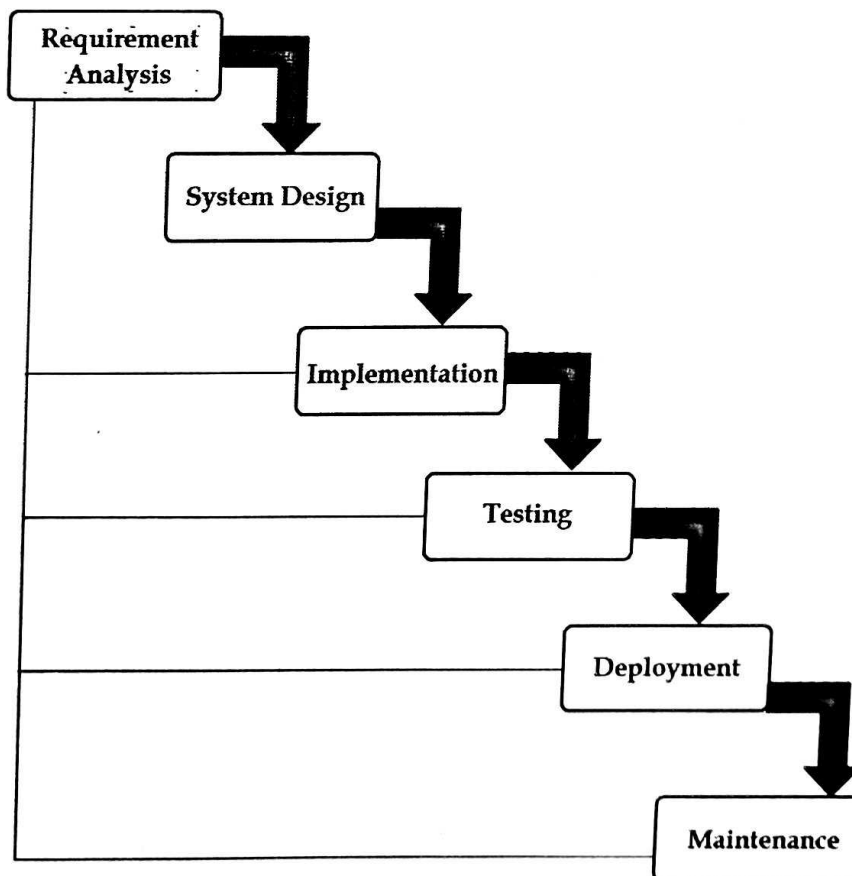
CHAPTER 3 : DESIGN & PLANNING

3.1 Software Development Life Cycle Model

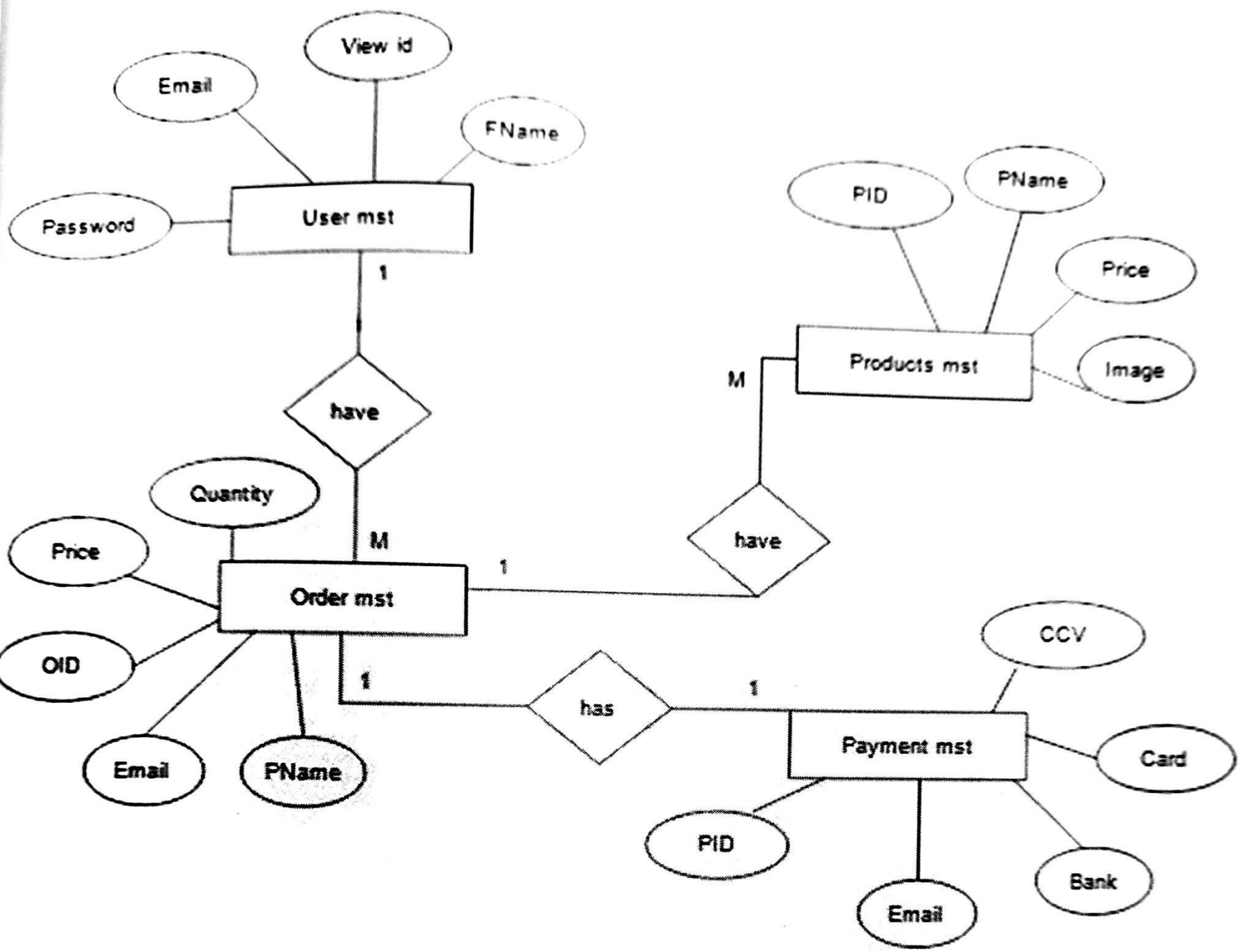
3.1.1 WATERFALL MODEL

The waterfall model was selected as the SDLC model due to the following reasons:

- Requirements were very well documented, clear and fixed.
- Technology was adequately understood.
- Simple and easy to understand and use. There were no ambiguous requirements.
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- Clearly defined stages.
- Well understood milestones. Easy to arrange tasks.



3.2 ER Diagram



CHAPTER 4 : IMPLEMENTATION DETAILS

In this Section we will do Analysis of Technologies to use for implementing the project.

4.1 : Programming



5 **Python** is a high-level, general-purpose programming language. Its
6 design philosophy emphasizes code readability with the use of
7 significant indentation. Its language constructs and object-
8 oriented approach aim to help programmers write clear, logical code for
9 small- and large-scale projects.

10 Python is dynamically-typed and garbage-collected. It supports
11 multiple programming paradigms,
12 including structured (particularly procedural), object-oriented
13 and functional programming. It is often described as a "batteries
14 included" language due to its comprehensive standard library.

15 Guido van Rossum began working on Python in the late 1980s as a
16 successor to the ABC programming language and first released it
17 in 1991 as Python 0.9.0. Python 2.0 was released in 2000 and
18 introduced new features such as list comprehensions, cycle-
19 detecting garbage collection, reference counting, and Unicode
20 support. Python 3.0, released in 2008, was a major revision that is
21 not completely backward-compatible with earlier versions. Python 2
22 was discontinued with version 2.7.18 in 2020.

23 Python consistently ranks as one of the most popular programming
24 languages.

4.1.2

Pygame

Pygame is a set of Python modules designed for writing video games. Pygame adds functionality on top of the excellent SDL library. This allows you to create fully featured games and multimedia programs in the python language.

Pygame is highly portable and runs on nearly every platform and operating system. Pygame itself has been downloaded millions of times.

Pygame is free. Released under the LGPL licence, you can create open source, freeware, shareware, and commercial games with it. See the licence for full details.

For a nice introduction to pygame, examine the line-by-line chimp tutorial, and the introduction for python programmers. buffer, and many other different backends... including an ASCII art backend! OpenGL is often broken on linux systems, and also on windows systems - which is why professional games use multiple backends.

Multi core CPUs can be used easily. With dual core CPUs common, and 8 core CPUs cheaply available on desktop systems, making use of multi core CPUs allows you to do more in your game. Selected pygame functions release the dreaded python GIL, which is something you can do from C code.

4.1.2 Graphic designer

Photoshop



Adobe Photoshop is a raster graphics editor developed and published by Adobe Inc. for Windows and macOS. It was originally created in 1988 by Thomas and John Knoll. Since then, the software has become the industry standard not only in raster graphics editing, but in digital art as a whole. The software's name is often colloquially used as a verb (e.g. "to photoshop an image", "photoshopping", and "photoshop contest") although Adobe discourages such use. Photoshop can edit and compose raster images in multiple layers and supports masks, alpha compositing and several color models including RGB, CMYK, CIELAB, spot color, and duotone. Photoshop uses its own PSD and PSB file formats to support these features. In addition to raster graphics, Photoshop has limited abilities to edit or render text and vector graphics (especially through clipping path for the latter), as well as 3D graphics and video. Its feature set can be expanded by plug-ins; programs developed and distributed independently of Photoshop that run inside it and offer new or enhanced features.

CHAPTER 8 : CONCLUSION

Finally, in python game , we have developed secure, user friendly python game for ios and anroid. This System can take care of each member whether it is an Administrator or Customer. This System will help them to properly manage piano titles.