

K. D. K. COLLEGE OF ENGINEERING, NAGPUR
DEPARTMENT OF INFORMATION TECHNOLOGY

B. E. EIGHTH SEMESTER

BEIT802P: GAMING ARCHITECTURE AND PROGRAMMING

LIST OF EXPERIMENTS

1. INTRODUCTION TO VISUAL STUDIO.
2. WRITE A PROGRAM FOR WORKING ON SMART POINTER.
3. WRITE A PROGRAM WHICH DEMONSTRATE MOUSE EVENT.
4. WRITE A PROGRAM TO PRINT THE VALUES FOR WPARAM AND LPARAM FOR KEYBOARD MESSAGE RECEIVED BY WINDOW.
5. WRITE A PROGRAM TO CREATE WINDOWS PROCESS.
6. WRITE A PROGRAM TO CREATE DITRECT DRAW OBJECT AND DIRECT DRAW SURFACE.
7. WRITE A PROGRAM TO HANDLE EVENTS RAISED WHILE THE GAME SCREEN IS ACTIVE.
8. WRITE A PROGRAM TO CREATE A PONG GAME USING A DITRECT DRAW.
9. WRITE A PROGRAM TO CREATE TIC-TOC GAME