



KPR Institute of
Engineering and
Technology

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Department of
Computer Science and Engineering

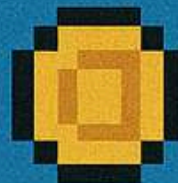
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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

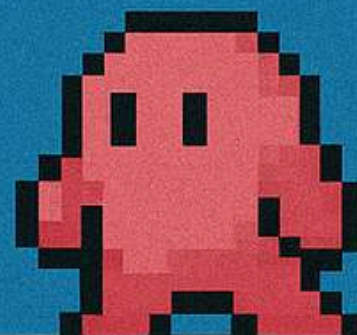
INFO BYTE

PRESENTS

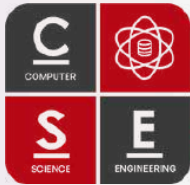
PIXEL TO PLAY: THE ART OF GAME DEVELOPMENT



START



JAN - JUN, 2025 | VOL 6,
ISSUE 2



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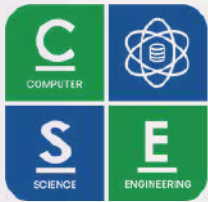
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JAN-JUN 2025



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**OUR
DEPARTMENT**

ABOUT OUR DEPARTMENT

The Computer Science and Engineering (CSE) department began in 2010 with 60 students in its undergraduate program. By that same year, we expanded to accommodate 180 students. In 2014, we introduced a Master's program in CSE, starting with 18 students. Our department is also a recognized research center under Anna University, supporting over 50 research scholars in various fields. Currently, we serve over 900 students across undergraduate, postgraduate, and Ph.D. programs. In just ten years, our department has achieved many milestones. We now have 50 faculty members, each an expert in different areas of computer science. Half of them have Ph.D. degrees, and many others are working towards them. We're proud that three faculty members have completed postdoctoral fellowships at international universities. Our faculty contributes through publications in journals, research articles, and conference presentations.

VISION OF THE DEPARTMENT

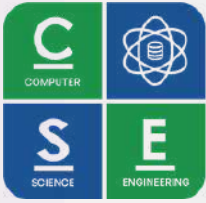
To be a premier center for education, dissemination of knowledge, and research in the frontier areas of computer science and engineering to serve the community with moral values.

MISSION OF THE DEPARTMENT

Provide holistic education incorporating state-of-the-art technologies to produce successful professionals.

Facilitate the students to pursue higher education and research in the areas related to Computer Science and Engineering.

Promote strong collaborations with the industries and steer the students to nurture their interest in continuous learning to meet the changing needs of society.



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**HEAD OF THE
DEPARTMENT**

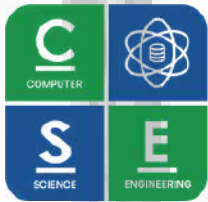
HEAD OF THE DEPARTMENT

It gives me immense pleasure to present this edition of the Computer Science Department's magazine, INFO BYTE, which serves as a window for the dynamic activities and achievements of the faculty members and students at KPR Institute of Engineering and Technology. The field of Computer Science continues to evolve at an unprecedented pace and our department is committed to equip the students with the skills and knowledge required to thrive in this ever-changing environment. From cutting-edge research projects to impactful community engagements, the initiatives showcased in this issue highlight our department's focus on fostering innovation, problem-solving and collaboration. As we continue to adapt to the demands of the industry, I encourage our students to remain curious, embrace new challenges and contribute to shaping the future of technology. I extend my sincere appreciation to the editorial team for their efforts in bringing this edition to life.



Dr. Devi Priya R
Professor & Head





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CONTENT

S NO.	CONTENT	PG NO.
1.	BEFORE THE PIXELS: THE FIRST GAME EVER PLAYED	05
2.	SUPER MARIO BROS. (NES): THE PIXEL THAT CHANGED EVERYTHING	06
3.	SNAKE ON A NOKIA: PURE NOSTALGIA IN MOTION	07
4.	PIXEL HUNT: SEARCH AND PLAY	08

LET'S GO!



JAN-JUN 2025

FIRST COMPUTER GAME

BEFORE THE PIXELS: THE FIRST GAME EVER PLAYED

Imagine this: no consoles, no screens full of dragons or gunfire—just a glowing dot, a bouncing line, and a crowd of curious visitors gathered around a strange machine in a science lab.

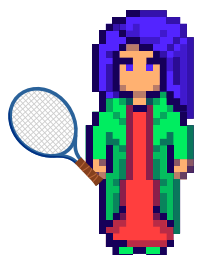
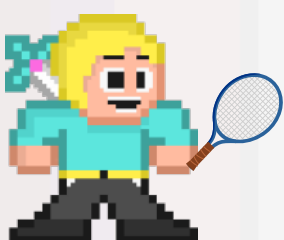
Long before PlayStations and mobile games, the world's first video game wasn't born in a tech giant's headquarters—it came to life in a quiet physics lab in 1958.

Physicist William Higinbotham, hoping to make science less intimidating and a bit more fun, built a simple tennis game on an oscilloscope. He called it Tennis for Two.



The game was basic—two people controlled a dot that bounced back and forth over a line. No music, no missions. But for those who tried it, it was unforgettable. Visitors waited in long lines just to turn the knob and play.

Tennis for Two was never sold or patented, but it planted the seed. It proved that computers could do more than calculate—they could entertain. That little glowing dot served the first point in what would become the endless game of digital play we know today.



JAN-JUN 2025

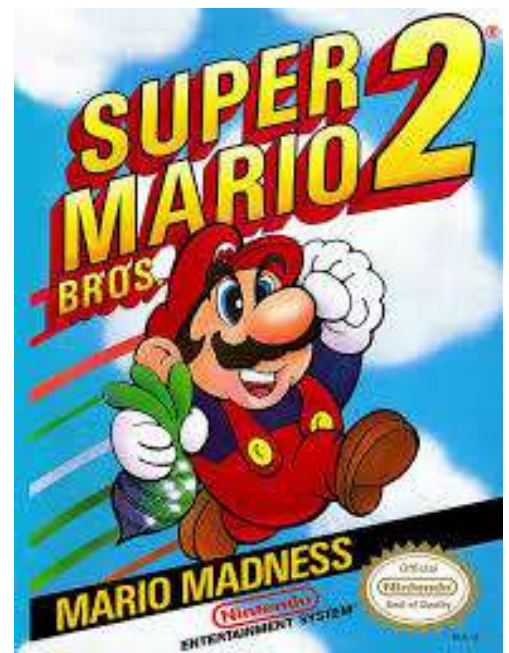
SUPER MARIO BROS. (NES): THE PIXEL THAT CHANGED EVERYTHING

In 1985, a mustachioed plumber named **Mario** leapt out of a green pipe—and straight into gaming history. Released on the **Nintendo Entertainment System (NES)**, Super Mario Bros. wasn't just another game. It was a cultural reset that transformed gaming forever.

Created by **Shigeru Miyamoto**, this side-scrolling platformer introduced players to the **whimsical Mushroom Kingdom**, filled with Goombas, Koopa Troopas, question blocks, warp pipes, and the unforgettable soundtrack that still lives rent-free in our heads. Players controlled **Mario** (or Luigi in multiplayer) on a mission to save **Princess Peach** from the clutches of Bowser, hopping across increasingly challenging levels filled with secrets and surprises. But what made Super Mario Bros. truly legendary was its game design. The first level (World 1-1) was a masterclass in teaching gameplay without instructions. It subtly guided players on how to run, jump, and power up—all with just the game itself as the teacher.

It also arrived at a critical moment. The video game industry was struggling after the 1983 crash, and Super Mario Bros. helped bring it back to life. The game sold over 40 million copies, became the face of Nintendo, and turned Mario into a global icon.

Even today, nearly 40 years later, its charm hasn't faded. Whether you play it on a vintage NES or a modern emulator, Super Mario Bros. reminds us that sometimes, the simplest games are the most timeless.



SNAKE ON A NOKIA: PURE NOSTALGIA IN MOTION

Before the era of touchscreens and high-end graphics, there was a time when one game ruled every mobile phone—and that game was Snake.

First introduced by **Nokia** in 1997, Snake quickly became the most iconic mobile game of the early 2000s. With nothing but four arrow keys, players guided a growing pixelated snake across the screen, eating dots and avoiding its own tail. The more it ate, the longer it got—and the harder it became.



Despite its simplicity, Snake was incredibly addictive. It came pre-installed on millions of phones and became a global sensation. Whether in classrooms, buses, or lunch breaks, people everywhere were chasing high scores on their tiny monochrome screens. Snake wasn't just a game—it was a cultural moment. It showed that mobile phones could be more than communication tools; they could be a source of fun too. Today, it remains a nostalgic memory of the button phone era and one of the earliest examples of how powerful a simple game can be.



WORD QUEST

FIND THE WORDS:

PIXEL HUNT: SEARCH AND PLAY

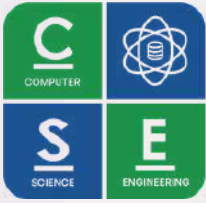
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WORD QUEST

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THE END