DSA PROJECT

TOPIC: THE SNAKE GAME

ABSTRACT

This Snake Game Mini Project in C is a basic console program with no graphics. You may play the famous "Snake Game" in this project exactly as you would anywhere else. To move the snake, use the up, down, right, and left arrows.

Food is placed at various co-ordinates on the screen for the snake to consume. The snake's length and score will both rise by one element each time it consumes the food.

The aim of the game is to collect the dots (food) and avoid the obstacles (crosses, borders, and the snake itself). As you collect food, the snake gets longer, so increasing your likelihood of crashing into yourself. When you have collected enough food, you progress onto the next level, where your snake gets longer, and the amount of food to collect to progress through the level gets larger. You get scored according to the length of the snake and the number of 'x' obstacles on the screen. There is no concept of lives. Once you hit an obstacle, that's it, game over.

To summarize, this C mini project on Snake lets you to keep track of the player's name and the score they earned.

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