

Project Report

Project name: Snake game

Project Description:

Snake is a classical arcade game, and a popular version of it was present and preloaded in Nokia Mobile phones in 1998. It is basically a survival based Arcade game where the snake grows in size eating the food given in the gameplay arena .

Project Outcome:

To get hands on with Javascript programming , and use some awesome functions in canvas module and get confident with making projects.

Game play:

- 1. There is a border plane on the screen. Game start with a snake and a fruit (snake represented by rectangle and fruit by a dot).*
- 2. Snake start moving with a constant speed, the player has to change the direction of the snake using arrow*

(Right , Left , Up , down)

3. Player can pause the game using SPACEBAR.

4. using arrow keys, the player makes the snake moved to the fruit
(to make it eat the fruit).

5. when the snake eat the fruit, the length of the snake increases.
(Eating fruit also increases the points/ score).

Game Ending:

snake touches the border of the plane
snakes touches it's own body (basically it kills itself :P).

Game Difficulty:

As the snake proceeds in the game, the
length of snake increases. This naturally increases the difficulty.

References:

<https://github.com/zense/Canvas-Competition>(Canvas repository)

Team: White Walkers

IMT2019024(Chirag Bansal)

IMT2019022(Chinmay sharma)

