

Project Proposal

Project Title: Snake Game

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Project Description:

The Snake Game is a classic computer game in which the player controls a snake that moves on the screen. The main goal of the game is to eat food items that appear randomly. Each time the snake eats food, it grows longer and the player's score increases. The game ends when the snake hits the wall or collides with its own body.

This project is a simple console-based game designed to explain how basic programming concepts work together in a real-life application.

Purpose of the Project

The purpose of this project is to understand how different C++ concepts can be used in a practical project. This project helps students improve logic building, problem-solving skills, and program structure using simple ideas.

Key Features of the Project

- Snake moves in four directions (up, down, left, right)
- Food appears at random positions
- Score increases when food is eaten
- Game ends on collision with wall or snake body
- Simple and user-friendly gameplay

C++ Concepts to be used

- Variables and data types

- Conditional statements
- Loops
- Functions
- Arrays
- Enumerations
- Input and output statements

Expected Outcome

At the end of this project, a working Snake Game will be created. This project will help in understanding how different programming concepts are combined to create an interactive program.

Conclusion

The Snake Game is a simple and effective project for learning C++ fundamentals. It improves logical thinking and provides practical programming experience.