PROJECT- REPORT

My project consists of a game, the name of the game is 'snakes'.

The various modules which I used are:

1] Turtle

2] Random and,

3] Freegames

Basically, I defined three functions which serves the following function:

1] For defining x and y axis, since the game is a 2-dimensional game so defining of axes is necessary.

2] Boundary values are defined in second function, since the base/board is a square so we need to define the ends.

3] Movements is represented in this function, which is only forward and there will be a foul if we pressed up arrow while the snake is moving down and left and right conditions are also accounted (giving example when the length of snake is at least 2, not when 1.

1] And used loops, for example showing red colour when player goes against the rules, for adding to the length of snake and different rules.

2]And at the starting to give colour to the background I used class 'Screen' and 'bgcolor'. Could have used RGB colors by using 'turtle.colormode(255)', but this combination suites perfect.

 3] Used onkey function for assigning controls to the snake.

Name-Rishabh Gajbhiye

Roll.no- 20110066