Snake Game Outline

**Summary of Game:**

For this semester’s project, I will create a SNAKE video game that uses all three components of what we have learned this semester. This video game will allow users to play a single-player game trying to achieve high score collection points. However, this project will be slightly different by using P5 for the graphics and sound effects when a user dies, gets a point, or just plays the game. Lastly, the hardware will be how you control the snake during playing the game. For example, multiple photoresistors could be used to control the direction of the snake.

**Graphics:**

The graphics will provide what the user sees throughout the game. For example, the snake, background, points, and etc.

**Sounds:**

The sound will provide what the user hears during the game. For example, gameplay music, game over sound, gaining a point sound, and etc.

**Hardware:**

The hardware will be the source of how the user controls the snake during the game to gain points. For example, using buttons or sensors to control the snake in certain directions. **Diagram:**

