**What is solved?**

1. Visual Problem
2. Empty display when the snake reaches the location of previous fruit;
3. Error display for the snake’s head when run in Windows Console;
4. Missing block in the wall;
5. Error displaying when the size of console is less than the gaming canvas;
6. Gaming Problem
7. Wrong boundary determination;
8. Invalid location for fruit or snake generation;
9. Wrong game-over determination (Not reach the boundary and itself will also game-over ...);

**What is achieved?**

1. Introduction of new fruits and gaming stages;
2. Introduction of sound and auditory effects;
3. Introduction of new functional key (WSAD, P for pause, ESC for cancel input…);