**SNAKE**

**Angular 10**

# Overview

Snake game in a web application using Angular.

The user can build his own area:

* He can change the size of the area (min: 15x15, max: 50x50)
* He can add blocks where he wants
* He can enable the “cross-wall fault” (if the user touches a wall, the game stops)
* He can change the color of the game between 3 choices

# Views

## Basic snake

## Advanced snake

# Technically

Use of the Javascript framework Angular 10