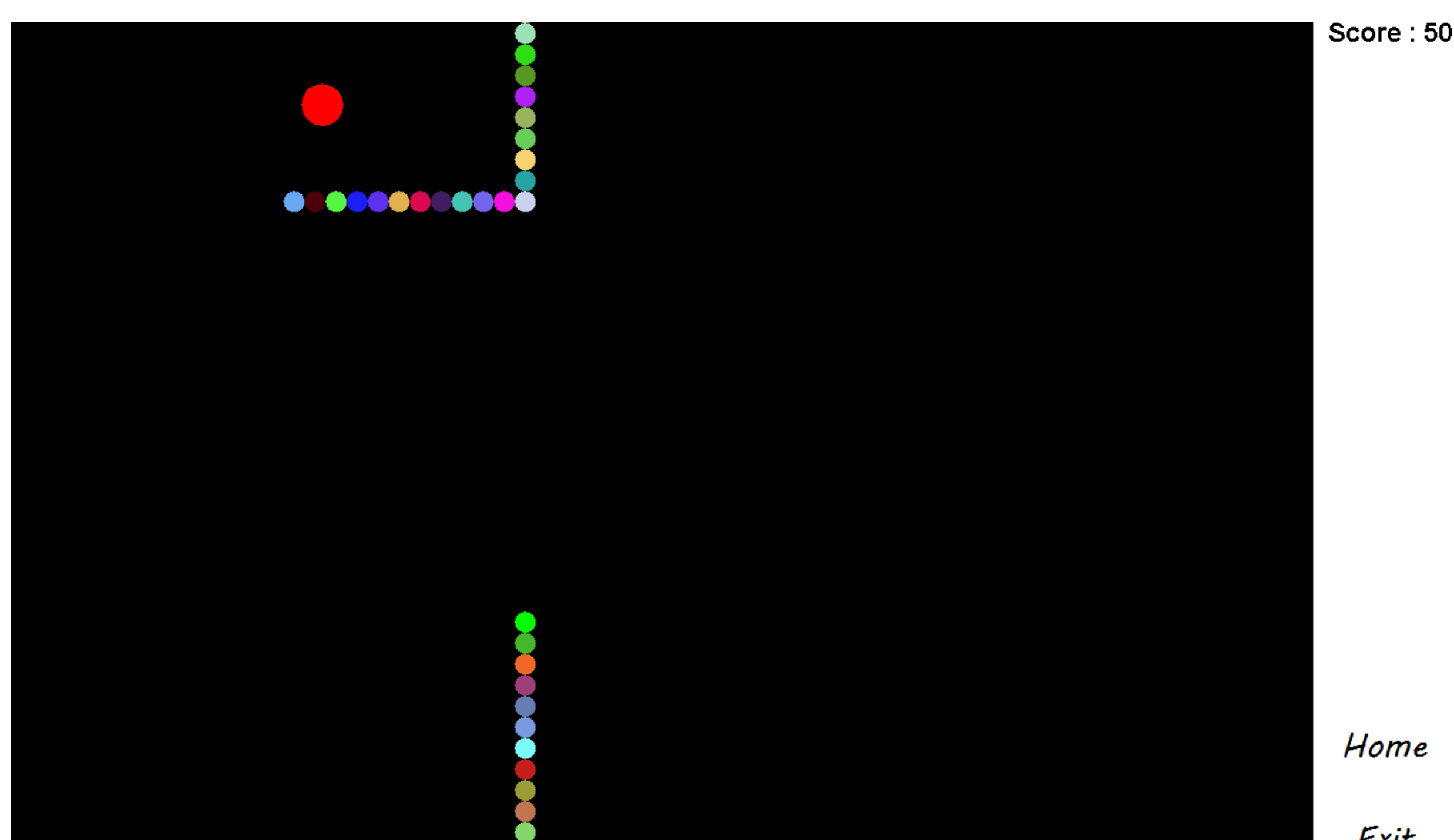
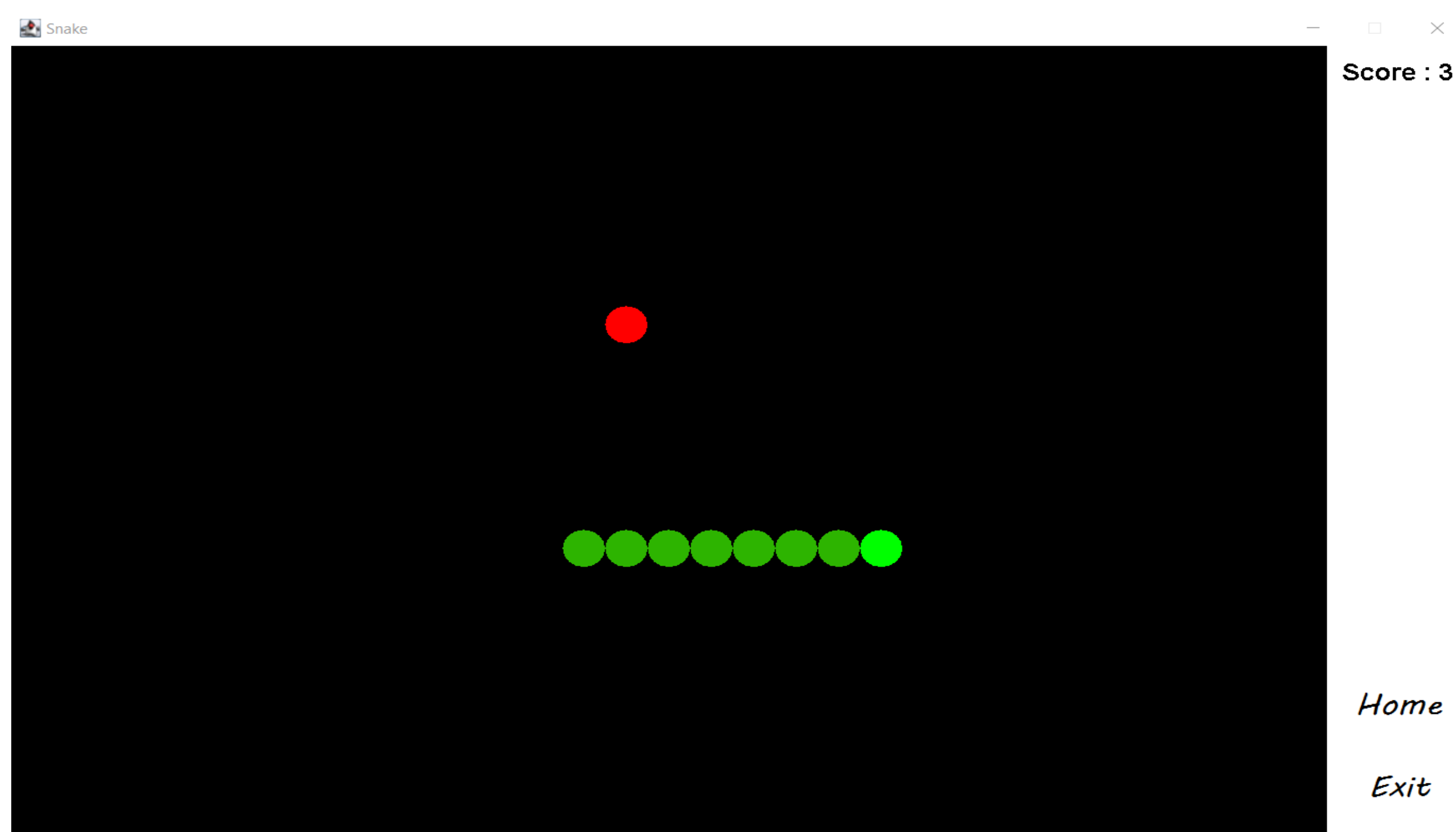
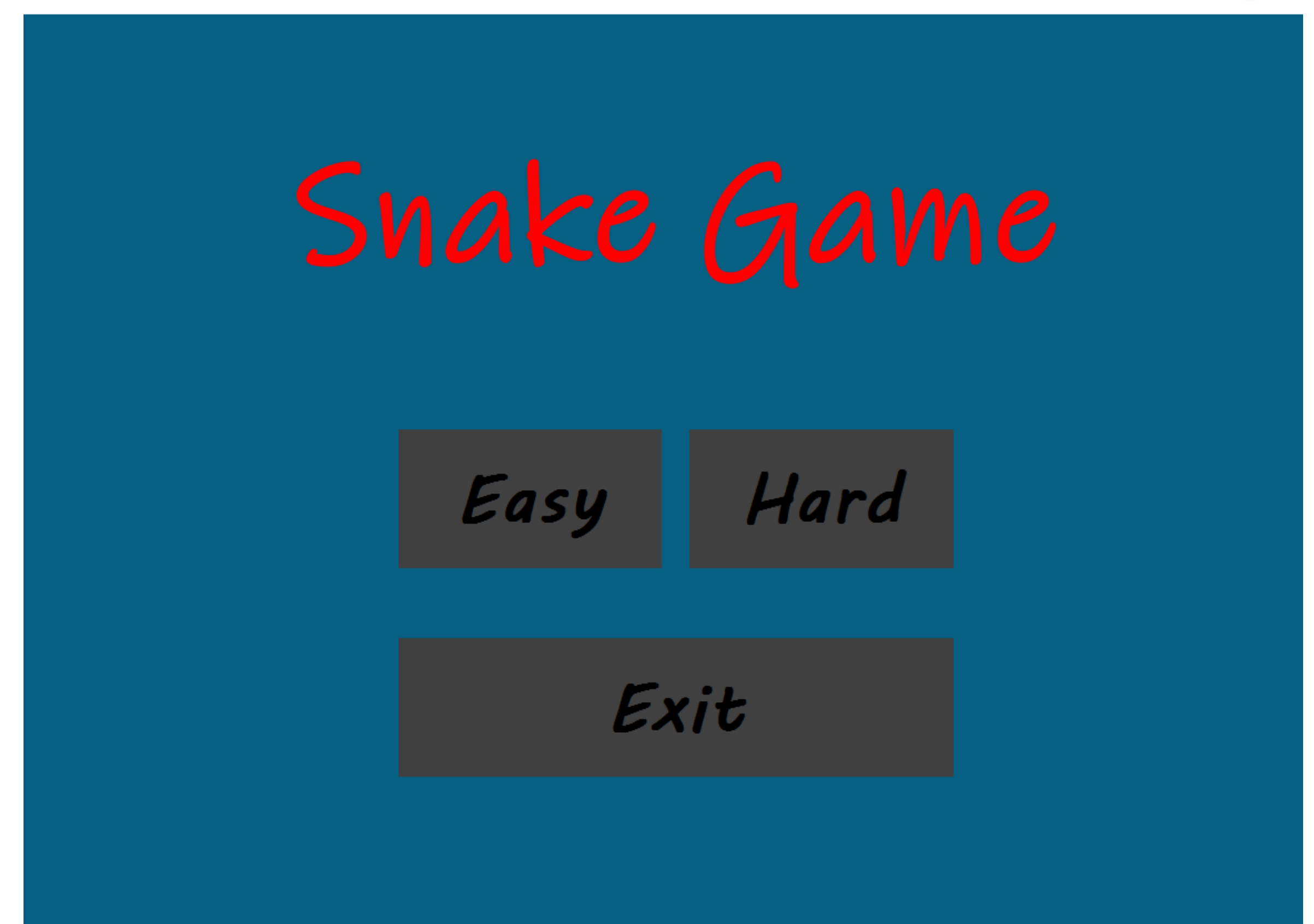


## Overview :

- A classic Snake game in Java 2D.
- The game has 2 mods to choose (Easy, Hard) with the help of MouseListener.
- By choosing the Hard Mod the Snake will move faster.



## How to Play:

- The Snake is moving on its own and is following the direction of the Buttons : Left , Right , Up and Down.
- Snake gets bigger each time it eats.
- The score increases by 1 when the snake eats the small food and by 5 if it eats the larger one.
- The Snake will change color every 15 Points.
- The score is displayed on the upper right.

## GameOver:

- The game ends as soon as the snake bites its own tail.
- The achieved Score will be then displayed.



## Source Code:

[AlsetAbdul/Snakegame: CGProjekt \(github.com\)](https://github.com/AlsetAbdul/Snakegame)

## Literature

[1] Vorlesung Computer Graphics Prof. Dr. Alfred Franz

[2] Bro Code Youtube Channel :

[a] [Java snake game](#) - YouTube

[b] [Java MouseListener](#) - YouTube