**Synopsis of project**

**Name of the Student: Anoop Susheer Thalapully**

**Class: TY B.Sc CS**

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**Title of Project: Snake Game in Python**

**Objective/Aim of Project:**

**The objective of this project is to create Snake Game using Python, to learn Python language and how we can create a game using Python.**

**Highlights:**

1. **We give directions to the snake by using the arrow keys.**
2. **The task of the snake is to eat its meal.**
3. **As it eats its meal the size of the snake grows.**
4. **As the size of the snake grows, the speed of the game increases.**
5. **If the snake touches its own body, it dies.**
6. **If the snake touches the boundaries then the game will be over**

**Technical Details:**

1. **Software used: IDLE Python 3.7**
2. **Language used: Python**