

## Iddi and Bilal's Snake Game

This is a simple console-based Snake game developed in C++ created by Iddi Munkaila & Bilal Hussein. The game features a snake that can be controlled using the keyboard, with the objective of eating food while avoiding penetrating the edges of the game area. The snake does not move as a whole as a key feature which makes it challenging for users.

### How to Play

#### Controls

- W: Move Up
- A: Move Left
- S: Move Down
- D: Move Right
- X: Grow the Snake
- E: Exit the Game

#### Gameplay

- The game consists of a snake represented by `` that moves around a bordered area represented by `#`.
- Food, represented by `^`, will appear randomly on the board. The snake grows in length when it eats the food.
- The player can also choose to grow the snake at any time by pressing the `X` key.
- The snake can continuously grow by eating food and pressing the `X` key, but be mindful of the edges to avoid overlapping as it makes it challenging for users. [vision wise]
- Pressing the `E` key will end the game, and you will see a message "Better luck next time!" before closing.

#### How to Compile and Run

To compile and run the Snake game:

- Ensure you have a C++ compiler installed (e.g., DEV C++, Vscodex, Programiz).
- Copy the code into a file.
- Open a terminal or command prompt and navigate to the directory containing the file.
- Compile the code.