

The project entails developing a web-based Snake game application throughout 7 sessions, each dedicated to different facets of IT project development. The process will span the following stages:

1. Planning: Defining project requirements, objectives, and establishing a timeline for implementation. - 5 points
2. Test Creation: Implementing tests in adherence to the Test-Driven Development (TDD) methodology. - 10 - points
3. Prototyping: Creating a rudimentary application prototype focusing on fundamental gameplay mechanics. - 15 points
4. Database Integration and Replanning: Incorporating a database into the application and revising project plans based on feedback and evolving requirements. - 5 points
5. Containerization: Packaging the application and database into Docker containers for streamlined deployment and management. - 3 points
6. Deployment, and Release: Configuring deployment pipelines and releasing the application for use or testing. - 2 points
7. Presentation: Preparing a concise 5-minute project presentation to showcase the application's features and development process. - 10 points

* You can improve your grade if you submitted it on time and obtained at least 50% of the points, but only once for each element.