Von May Ryan
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# Snake Game Project

During a project week, we developed a calendar app that allows users to log in using facial recognition via a webcam. The project was planned and implemented as a group, with Python being the primary programming language used.

## Initial Situation

As part of a project week focused on practical training, we were tasked with planning and executing a small project individually. I decided to develop a simple Snake game using HTML, CSS, and JavaScript. My initial knowledge of these web technologies was limited, so I utilized online resources and tutorials to learn the basics and understand how to implement a game in a web environment.

## Goal

The primary goal of this project was to create a functional Snake game that could be played in a web browser. The game would feature different difficulty levels and a user interface that allows for easy interaction. Another important goal was to enhance my skills in front-end development.

## Implementation

I started by designing the basic layout of the game using HTML and CSS to create the game area and buttons for controlling the game. I then focused on the logic of the game using JavaScript,

## Result

The project was completed successfully, and I was able to create a fully functional Snake game that runs smoothly in a browser. The game meets all the requirements I set out to achieve, including dynamic gameplay

## Insight

Through this project, I gained valuable experience in HTML, CSS, and JavaScript. I learned how to structure and style a web application, as well as how to implement game logic using JavaScript. This project not only improved my technical skills but also taught me the importance of planning and testing in software development.