

Description of Advanced Features

This project has implemented the *menu screen*.

The first figure on the right shows the menu screen. There is the title “Snake Game” at the top, and 2 buttons below it.

- When the player presses the *Start* button, he or she would enter the game screen, shown as the second figure. In the game screen, if the player presses the *Exit to Menu* button, he or she would return to the menu screen.
- When the player presses the *Exit* button, he or she will exit the game, and the window will close.

Remarks:

1. The player can control the snake via either “WASD” or the arrow keys on the keyboard.
2. The initial length of the snake (represented as the green boxes) is 2 units, and if the length reaches 8 units, the player will win.
3. The red and blue boxes represent the food. If the snake consumes a red box, its length will increase by 1 unit. If it consumes a blue box, its length will increase by 2 units.

