**STATEMENT:**

We are Dua Asghar Mughal and Haleema Shahid. Our project is “**Snake Game**”. The data structure we have used is linked list.

Snake game is an old classic game in which the player has to maneuver his snake in such a way that the snake eats all the apples, avoids all the walls, and avoid making contact with parts of himself.

**FUNCTIONALITITES:**

* If the snake comes in contact with itself or a bomb or a wall, its game over for the player.
* If the snake comes in contact with an apple, it’ll eat the apple and become longer.
* Player’s score is displayed on the screen at all times. It is updated every time the snake eats an apple. The score and player alias are stored in a file. Whenever new record is made, the user will be told that he has made a new record.
* The player has the option to pause or quit at any time during the game.
* The player can view scoreboard which is saved in a file.
* SFML is used for graphics.

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