



Brief Explanation

- Mainly ,our project is a snake game where the snake gets taller and the player gets higher score as he successfully makes his snake eat the apples.
- However new feature was added to make the game more challenging.
- There are “bad apples” that the player should avoid otherwise he will loose points from his score.



Problems and Solutions

First Problem:

- **Problem:** The game might not end properly when the snake collides with itself.
- **Solution:** Check for collisions between the snake's head and its body in each game loop iteration. If a collision is detected, trigger the game-over sequence.

Second Problem:

- **Problem:** The snake might move off the screen, causing the game to break.
- **Solution:** Implement boundary checks to ensure the snake does not leave the game area. If it hits the boundary, you can either end the game or make the snake appear from the opposite side.

Third Problem:

- **Problem:** Controlling the snake was a great issue.
- **Solution:** By using user interface we are able to start moving the head of the snake in the needed direction, and the body of the snake is a part of the movement that the user is already inputting.

Fourth Problem:

- **Problem:** Adding new features like power-ups, obstacles, or different levels might be challenging.
- **Solutions:**
 1. Modularize my code to make it easier to add new features. For example, create separate classes or functions for power-ups, obstacles.
 2. Use 'time.sleep()' method to get access to the speed of the game.