

SNAKE GAME

Language used: C++

Library used: Graphics.h

About the game:

This snake game is just similar to games which are found under mobile games section. Here concept of graphics are used to display the menu items and all objects on a single screen.

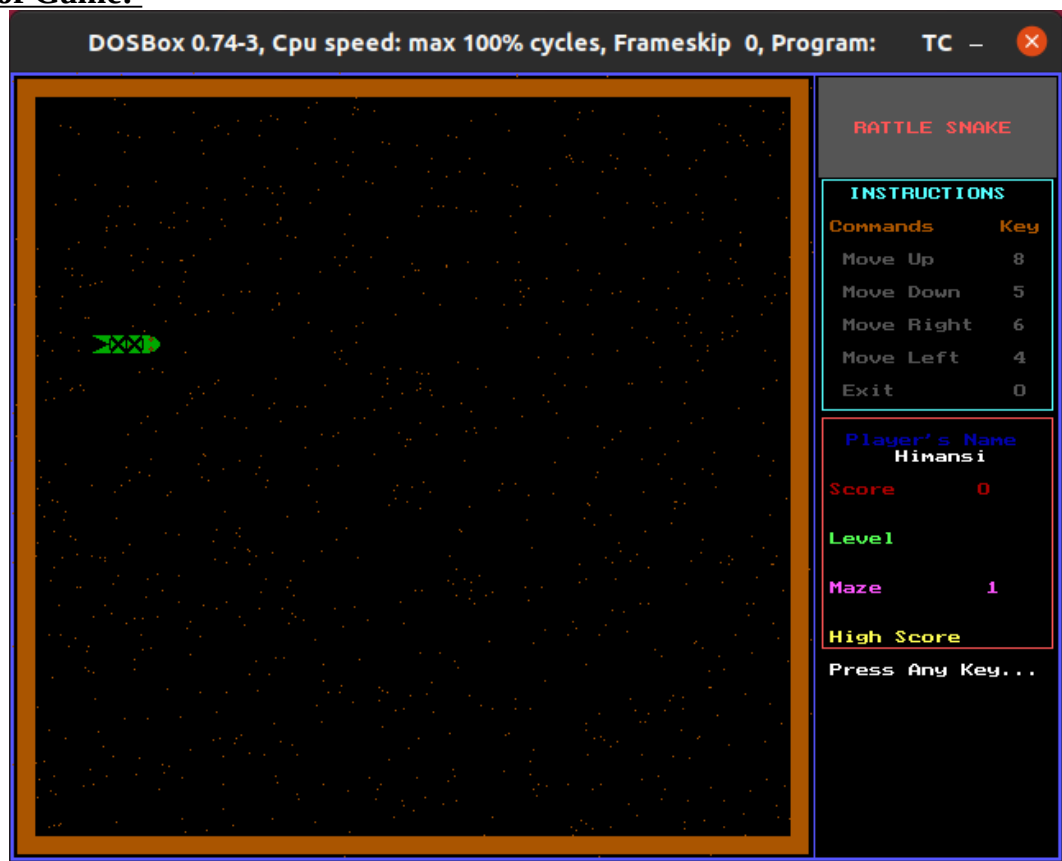
An instruction has been given on the top right side of the menu where users must go through the instruction to play this game. Players will be able to check their result after games get over.

The score section will display the total score of the player, game level and maze which has been used.

The object snake position has been set random, so whenever player will start the game, the snake will appear at random location every time.

In order to run this program, player have to just run the program, but one important point that has to be kept in mind is setting the graphics driver location. Once this driver location has been fixed, then only player will be able to enjoy this program in fully graphical mode. Once this program will be started, players will be provided with its start screen.

Screens of Game:



Once the game gets over, players can check their score and to exit from the game after game's get over, players have to just click on any key. However, if players want to exit from the game while playing or during the start of the game, then they have to press number key 0.

