Snake

**Working name**: Snake

## Requirements

* HTML5
* CSS
* JavaScript
* User Input
* Menu System
  + Buttons, Slider. When a button is pressed it goes to the indicated screen.
* Snake Movement
* Snake Collision
  + Check if there is an apple, obstacle or nothing. If there is an apple eat it, grow snake and add score. If there is an obstacle, die. If nothing, move snake.
* Snake Growth
  + A snake segment is added to the back.
* Score System
  + When the snake eats a fruit the score counter is increased.
* Sound
  + Eating sound
  + Background music
  + Buttons?
* Random Obstacles
  + Random squares will be generated. When the snake collides with these blocks it dies.
  + The amount of squares generated depends on the settings in the main menu.
* Levels (suggested by Peter)
  + Different backgrounds
  + Different Music
  + Different Snake

TODO:

More detail on requirements.

Gantt Chart

Table of responsibilities