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CSC II

Final Project Idea

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Final Project “Snake”

The game that I am going to build is going to be snake. The game is that you start out with a snake that is on the screen which I will make the game will have a snake that gathers food and as it eats it. It will get bigger per piece it eats. If it runs into the edge of the map or itself, it will end and restart the game. During this run of the game, it will keep track of the score you are at and the overall high score from the start of this instance which will reset when it’s closed out and started back up. So, this game will have two different turtles that will move the snake one that will grow as it moves over the food and the food that will move when the snake moves over it. I will need some variables like delay, score, high score, it will need a section to store a segment to add on the snake. It will then check if the snake has moved over the location of the food and if so, then move the food to a new location and append to the snake making it bigger. It will also need to check if it has run into the borders of the game window if it has then the game ends and resets.