

Project Synopsis

Title of the Project : Snake Game Using Java

Objective: To create a simple and fun Snake game using Java, demonstrating basic programming skills.

Description: The Snake game is a classic game where you control a snake to eat food and grow longer. The goal is to keep eating without running into walls or the snake's own body. The game gets harder as the snake gets longer and faster.

Features:

1. Simple Graphics:

- Built using Java Swing for a basic game window and controls.
- Includes a start screen, game screen, and game over screen.

2. Gameplay:

- Move the snake up, down, left, or right.
- Eat food that appears randomly on the screen.
- The snake grows longer each time it eats.
- The game ends if the snake hits a wall or its own body.

3. Score Tracking:

- Keep track of the player's score based on how much food the snake eats.
- Show the score on the screen.

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