The project subject that I picked is Snake. Snake is a game that when the user presses any the up, down, left or right key, the snake will turn to that direction. The goal of the game is to eat the food which appear on the screen. Each time the snake ate the food, its size will increase by one. There are not only the snake and the food, there are also a few obstacles on the screen, to block the snake. If the snake hit the Obstacles or the size of the screen, the snake will stop because he got knocked off. In addition, the game is created by several java imports such as JFrame, keyActionlistenr, keyActionMotionListener, ActionListener…etc.