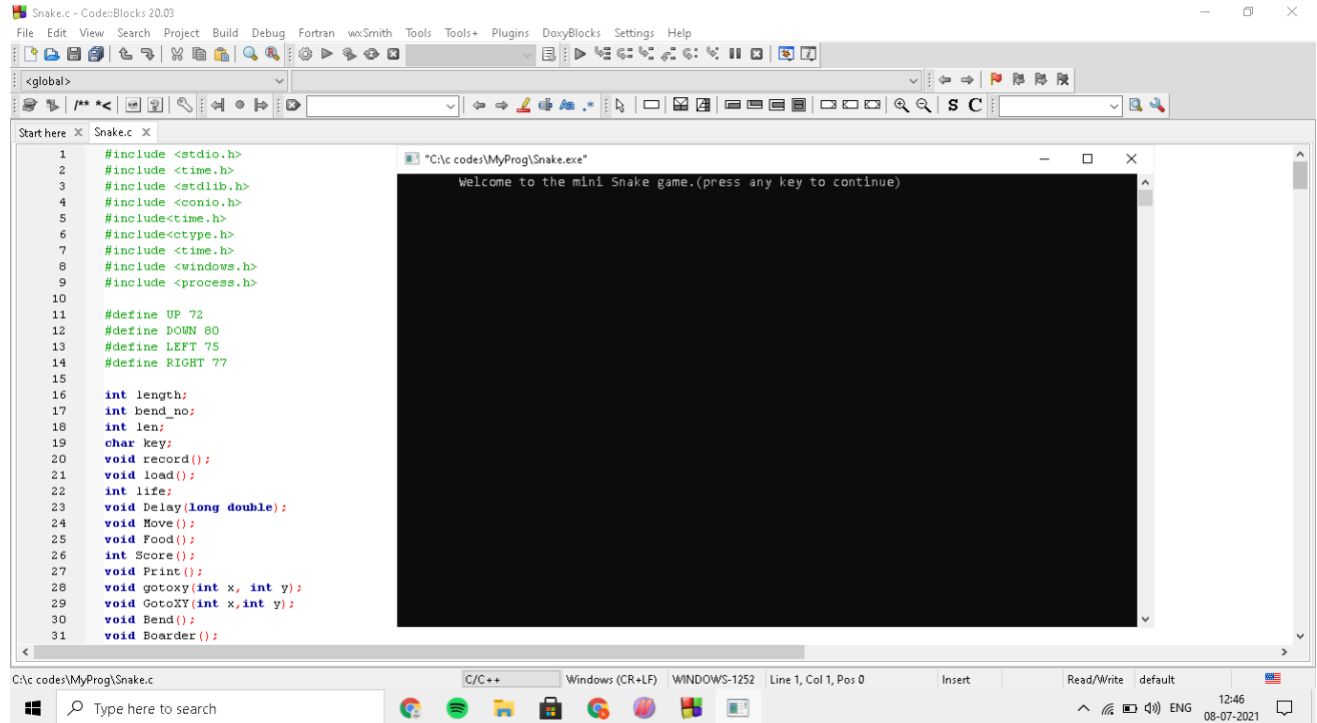


SIG FOUNDATION PROJECT WORK

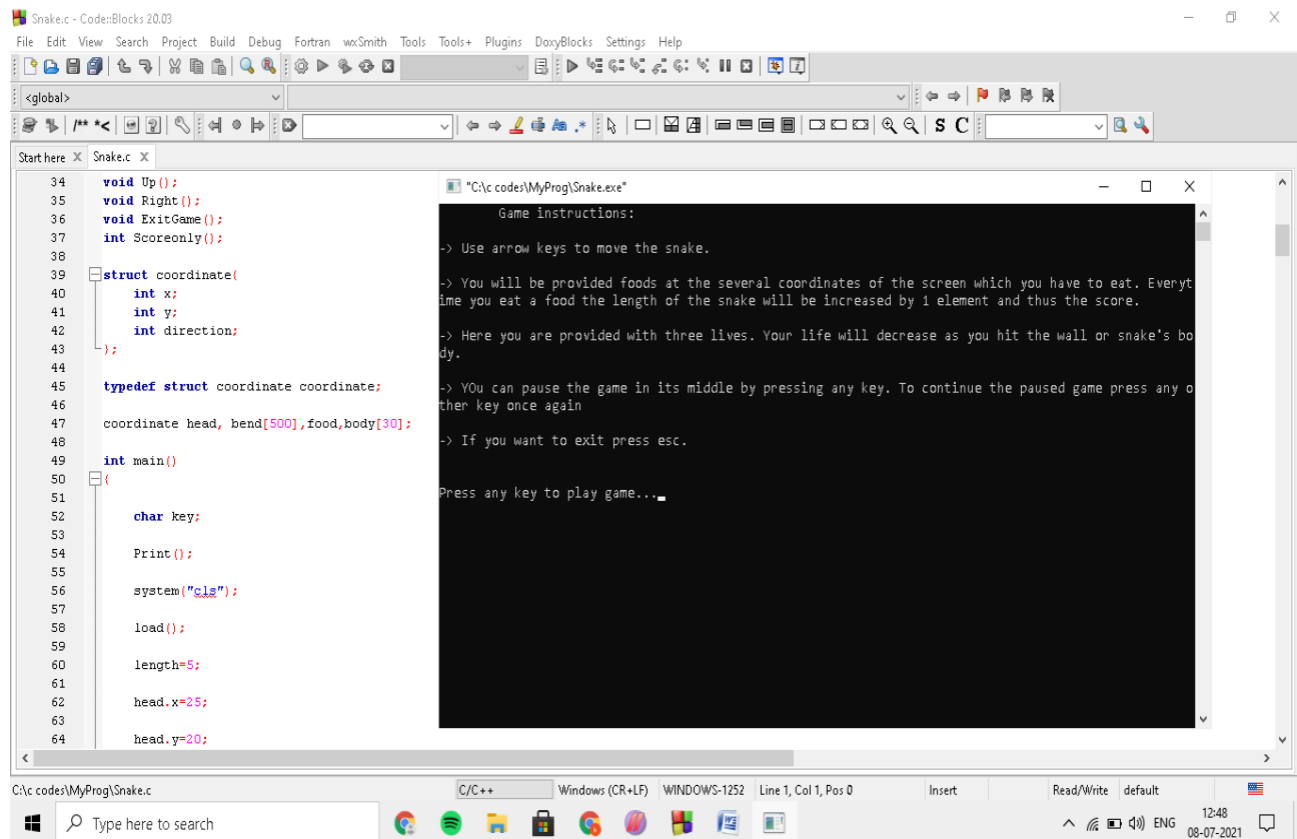
SNAKE GAME IN C LANGUAGE



```
1 #include <stdio.h>
2 #include <time.h>
3 #include <stdlib.h>
4 #include <conio.h>
5 #include <time.h>
6 #include <ctype.h>
7 #include <time.h>
8 #include <windows.h>
9 #include <process.h>
10
11 #define UP 72
12 #define DOWN 80
13 #define LEFT 75
14 #define RIGHT 77
15
16 int length;
17 int bend_no;
18 int len;
19 char key;
20 void record();
21 void load();
22 int life;
23 void Delay(long double);
24 void Move();
25 void Food();
26 int Score();
27 void Print();
28 void gotoxy(int x, int y);
29 void GotoXY(int x,int y);
30 void Bend();
31 void Boarder();
```

"C:\c codes\MyProg\Snake.exe"

Welcome to the mini Snake game.(press any key to continue)



```
34 void Up();
35 void Right();
36 void ExitGame();
37 int Scoreonly();
38
39 struct coordinate{
40     int x;
41     int y;
42     int direction;
43 };
44
45 typedef struct coordinate coordinate;
46
47 coordinate head, bend[500], food, body[30];
48
49 int main()
50 {
51
52     char key;
53
54     Print();
55
56     system("cls");
57
58     load();
59
60     length=5;
61
62     head.x=25;
63
64     head.y=20;
```

"C:\c codes\MyProg\Snake.exe"

Game instructions:

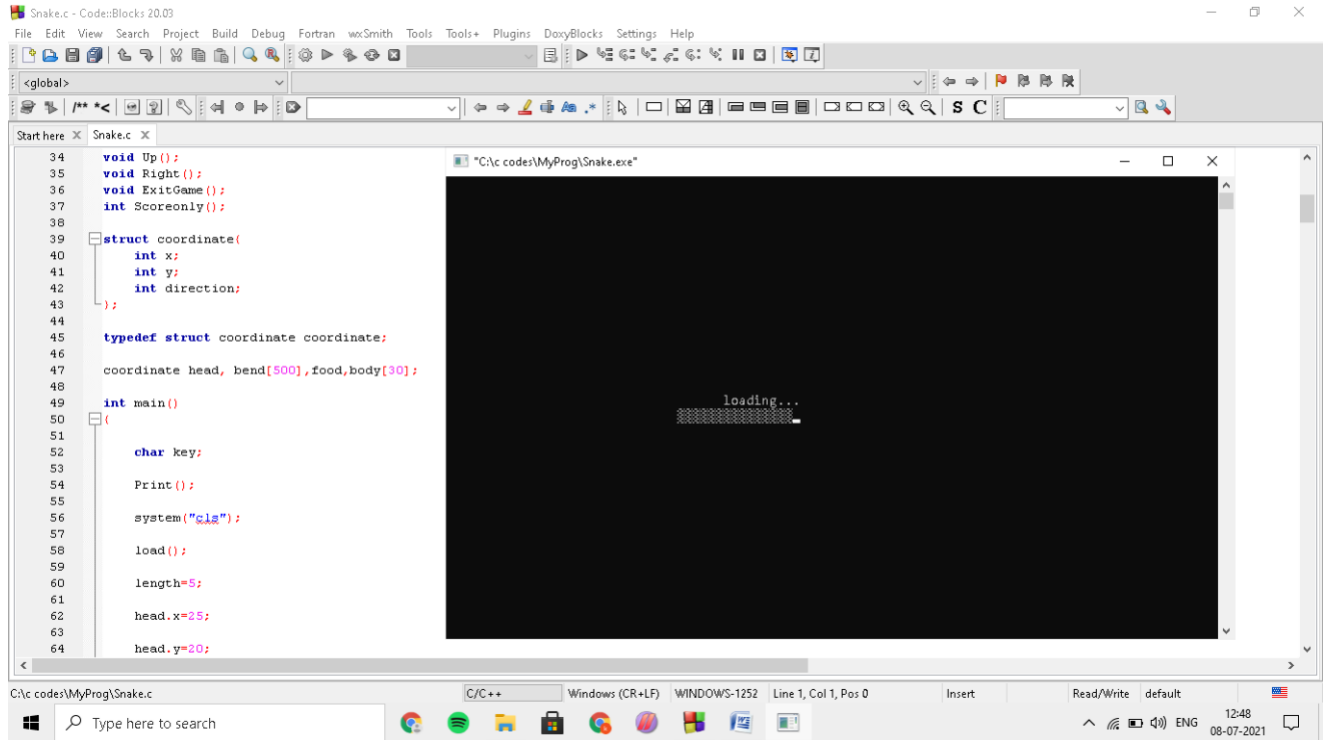
- > Use arrow keys to move the snake.
- > You will be provided foods at the several coordinates of the screen which you have to eat. Everyt ime you eat a food the length of the snake will be increased by 1 element and thus the score.
- > Here you are provided with three lives. Your life will decrease as you hit the wall or snake's bo dy.
- > YOU can pause the game in its middle by pressing any key. To continue the paused game press any o ther key once again
- > If you want to exit press esc.

Press any key to play game...

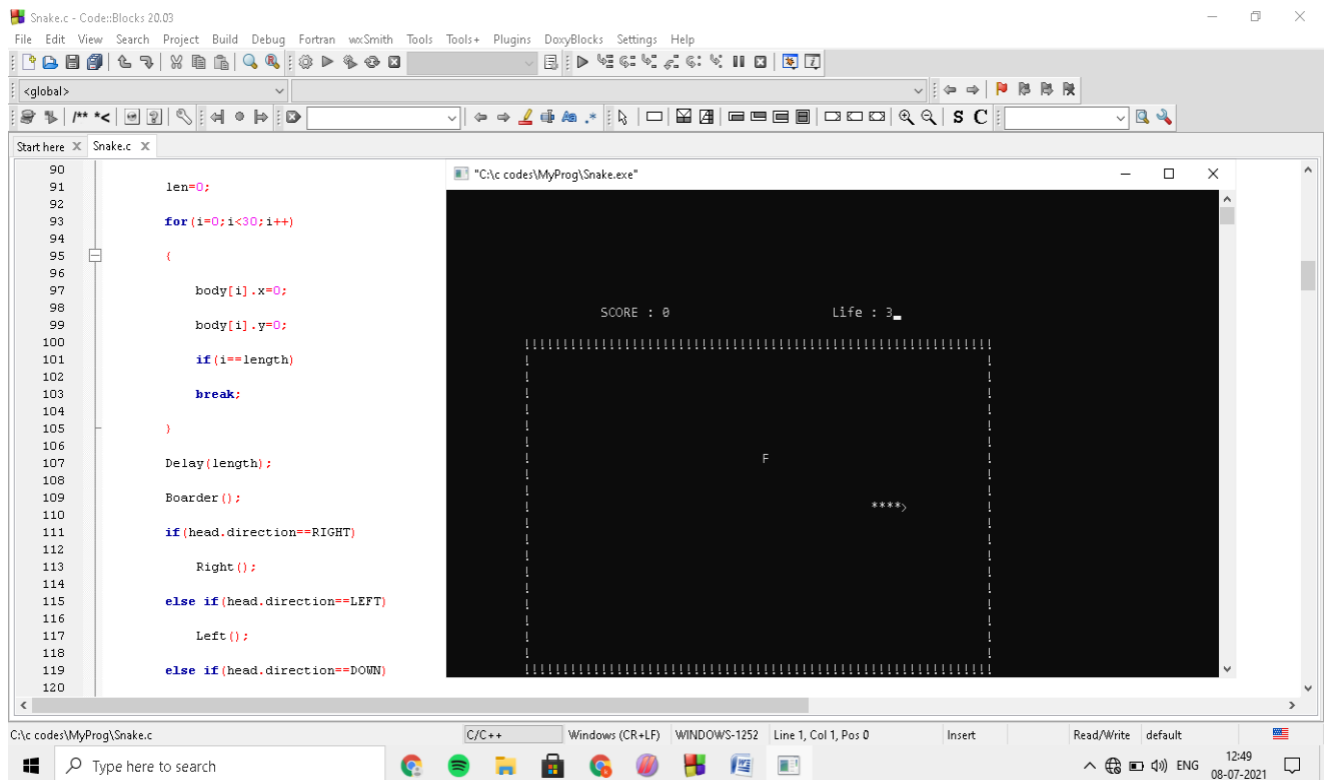
By:-Kavya Varshney
IT, 1st YEAR

SIG FOUNDATION PROJECT WORK

SNAKE GAME IN C LANGUAGE



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63
64     head.y=20;
```



```
90
91     len=0;
92
93     for(i=0; i<30; i++)
94     (
95
96         body[i].x=0;
97
98         body[i].y=0;
99
100         if(i==length)
101             break;
102
103     )
104
105
106     Delay(length);
107
108     Boarder();
109
110     if(head.direction==RIGHT)
111         Right();
112
113     else if(head.direction==LEFT)
114         Left();
115
116     else if(head.direction==DOWN)
```

By:-Kavya Varshney
IT, 1st YEAR

SIG FOUNDATION PROJECT WORK

SNAKE GAME IN C LANGUAGE

The screenshot shows the Code::Blocks IDE with the file Snake.c open. The code is a C program for a Snake game. It includes a main function that initializes the game, a function to move the snake, and a function to check for collisions. The execution output window shows the following text:

```
Player Name :Kavya
Played Date:Thu Jul 08 12:25:44 2021
Score:4

Player Name :Kavya
Played Date:Thu Jul 08 12:35:21 2021
Score:5

Player Name :Kavya
Played Date:Thu Jul 08 12:52:07 2021
Score:5

Process returned 0 (0x0)   execution time : 262.313 s
Press any key to continue.
```

The screenshot shows the Code::Blocks IDE with the file Snake.c open. The code is a C program for a Snake game. It includes a main function that initializes the game, a function to move the snake, and a function to check for collisions. The execution output window shows the following text:

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