***SNAKE GAME***

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***Target***

To make the “Snake game” using c programming project.

***What is the gameplay of “snake game”?***

In this game there should be a hungry snake which will always chase for frogs. Whenever it eats a frog it becomes bigger than before. The target of the game is to eat frogs as much as possible without touching its own tail. If the snake’s head touches its own tail than the game will be over. By eating each frog a exact number of point will be given and the highest score will be saved

***How to make the “Snake game”?***

* We need to know about some header file and built in library function
* Need to stand a logic algorithm
* Need a file or memory to save the high score
* Have to clear the knowledge about co-ordinate system.

***How to make the Code:***

*In arcade mode:*

Considering the box as a whole co-ordinate system we have to move the snake’s head and tail by increasing or decreasing the co-ordinates. To prove that the snake is moving, we have to clear the screen each and every time after one position is shown. As we know the ASCII code of the arrow console we can set some condition about the movement. After taking each frog we can add an additional tail of the snake. We can do it by the last known tail’s position in co-ordinate system. We can take input from a text file and update the text file for last known high score. The game will be over if the snake’s head hits its tail. It can be determined as If any of the co-ordinate of the snake’s tail and the head’s co-ordinate become same in the next step than it will consider as “game over”.

*In level mode:*

In level mode there should be some obstacles in the box. If the snake’s head hit the obstacles then the game will be over. Players can choose a level from 1-5 to face different type of obstacles. The obstacles can be set and the co-ordinate of the obstacles can be taken from a text file. The game speed should be increased by taking each frogs as on the arcade mode.

***Features of the game:***

* Arcade mode
* Level mode
* High scores
* Points
* Wall block in many levels
* Exit

***Conclusion:***

The as known snake game would be modified here and there would be excluded some extra features. Input and save in the text file should be very helpful. Header file which is helpful for the project would be included. Best of the hard work would be workout to do the project