



SNAKE



A pixel art landscape background. At the top, there are several pixelated clouds in shades of blue, purple, and pink. In the center, the title 'WELCOME TO OUR PRESENTATION' is written in a large, white, pixelated font with a black outline. Below the title, there is a paragraph of text. At the bottom, there is a grassy field with a brown wooden bench in the center. To the left and right of the bench are two large, pixelated trees with green foliage and brown trunks. In front of the trees and bench are several yellow sunflowers with black centers and green stems. The overall style is reminiscent of 8-bit or 16-bit computer graphics.

WELCOME TO OUR PRESENTATION

This presentation gives as an insight of the snake game we created using java. This was the final project for object oriented class and was done by Liya Besintu, Reis Jones and Alexander Bearden and Joshua Green

ABOUT GAME

01

The snake game is played by turning the snake in four direction: left, right, up and down. The point of the game is growing your snake by feeding it the apple and making sure it stays alive by avoiding crashing in to a wall or to its own body.

02

Snake Game is a classic arcade-style game built using Java and Java Swing, designed to demonstrate your understanding of GUI programming, event handling, and interactive game design.

HOW THE GAME WORKS

01

Game loop
the game updates at a consistent speed. It restart everytime the snake collides, keep the snake moving at constant speed and moves grid by grid following the players input.

02

Movement
The players use the arrowkey to move and control the snake. We used a keylistener to achieve that

03

Apple Generation
The food appears in random place on the board each time and when the snake eats the apple it grows and new apple appears in a different spot.





THANK
YOU