

Snake Game – Java

Course: B202 Advanced Programming

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Project Overview

This project is an enhanced version of the classic **Snake Game**, developed using **Java** to demonstrate **Object-Oriented Programming (OOP)** principles. The game is structured around core objects such as the main controller, game panel, apples, and enemy components.

Features

- Classic snake movement and scoring system
- Multiple apple types (normal, poison, speed-up, slow-down)
- Moving **saw enemy** that adds extra challenge
- Object-oriented design showcasing encapsulation and modularity

Technologies Used

- Java