

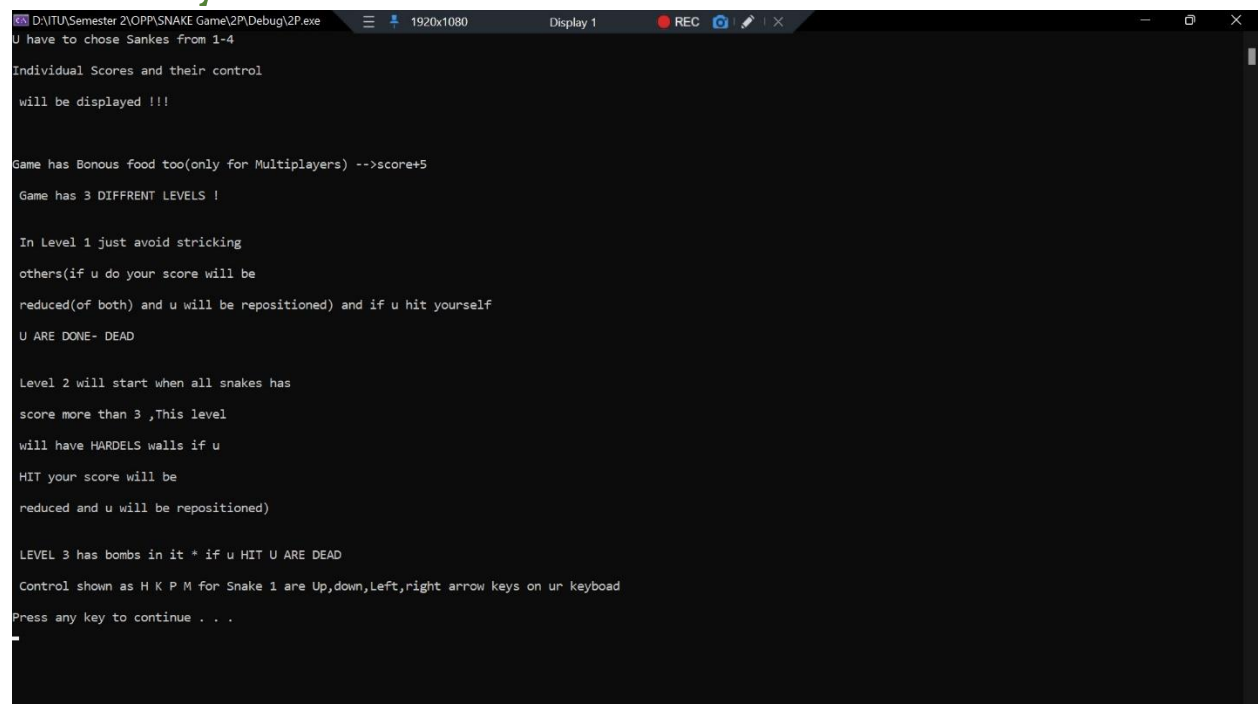
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Multiplayer Snake Game

This project implements a multiplayer snake game in C++, offering an interactive gaming experience for up to four players. The game features dynamic snake movement, customizable controls, and multiple levels with increasing challenges. Players navigate their snakes, aiming to collect food while avoiding obstacles and collisions with other snakes. Each snake's score and control configuration are displayed individually, enhancing competitiveness and engagement among players. With intuitive gameplay and engaging mechanics, this project provides a fun and entertaining gaming experience for multiple players simultaneously.

Game Play

A screenshot of a Windows command prompt window titled "D:\ITU\Semester 2\OPPSNAKE Game\2P\Debug\2P.exe". The window shows the following text:

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U have to chose Sankes from 1-4
Individual Scores and their control
will be displayed !!!

Game has Bonous food too(only for Multiplayers) -->score+5
Game has 3 DIFFRENT LEVELS !

In Level 1 just avoid stricking
others(if u do your score will be
reduced(of both) and u will be repositioned) and if u hit yourself
U ARE DONE- DEAD

Level 2 will start when all snakes has
score more than 3 ,This level
will have HARDELS walls if u
HIT your score will be
reduced and u will be repositioned)

LEVEL 3 has bombs in it * if u HIT U ARE DEAD
Control shown as H K P M for Snake 1 are Up,down,Left,right arrow keys on ur keyboad
Press any key to continue . . .
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