

## COMP\_4478 Project 1

This is a simple snake game developed using haxe flixel. When the snake eats the fruit it gets bigger

In the playstate I did all the coding part like movement of the snake,speed,background

In fruit.hx the code for placing the next fruit in the game is wrtitten

Then I created two source files for snake and fruits

I downloaded and added sound to the sound file in the assets

