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| Snake Progress Report | Overall Status: **On Track** |

# Project Name: SDEV-140 Snake Game

April 28, 2024

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| Status Code Legend |  |
| * On Track: Project is on schedule | * High Risk: At risk, with a high risk of going off track |
| * At Risk: Milestones missed but date intact; or   milestones planned but not yet achieved | * Off Track: Date will be missed if action not taken |

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| The project is **On Track**  April 21, 2024 -  April 28, 2024, due to  the following: | * **Tasks Done:**   + Got the GUI working mostly.   + I have a score number in the top left corner.   + I got the snake to move and work with key binds.   + I have the apple on the screen when the game starts but its not interactable yet. |

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|  | * **Additional Duties Performed**   + Other assignments |
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| Milestones  accomplished.  The timeframe of April  20, 2024 – April 28,  2024: | * Got the GUI working for the most part (A bunch of functions that I want to add haven’t been added yet. * I got the snake to move and work with key binds. |
| Milestones planned this week but not achieved or achieved with variance: |  |
| Milestones planned for next week: | * Make a start menu. * Fix the interaction on the apple. * Make a “start game” button when the game over screen pops up. * Make a high score screen in the start menu * Try to update the snake to look better than a green box |
| Areas/questions for discussion: |  |