

Good Morning Teachers, and my Hardworking Classmates! - Hope you all will do great!

NOKIA 6110 and above series mobile phone and it's GAMES section still holds that safe place in all our heart and mind, especially, The kids of early 2000s can relate to me! (right?)

Because of the game : SNAKE - The game of concentration and fun took almost all of us under its addictive influence. With the same goal and foundation - To RE - Live our childhood, to make ourself GROW with the Growing Snake! I, Prangya Parimeeta Dehury, and my mate, Abhishek Tripathy will now take you to our journey of developing the Snake game with the same soul but different life! --  
" THE HUNGRY SNAKE " Game

--Running down our project we will cover topics from -

1. INTRODUCTION
2. HISTORY
3. REASON OF DEVELOPING THIS GAME
4. TECHNOLOGY AND SOFTWARE USED
5. GAME LOGIC, and finally
6. CONCLUSION

We also have a Q & A session for you, so feel free to interact with us.

--Moving on ---

An arcade video game, originally, originated in 1976, Snake was evolved with the concept of a single - player variant, where the objective is to make the snake longer with each piece of food eaten.

--However --

Only after, The Finnish Software Engineer, Taneli Armanto, an unsung hero of mobile gaming developed "SNAKE" for NOKIA 6110, there was a resurgence of interest in snake game as it found a large audience - Including us!!

Whenever people of our generation think of games without any second thought, Snake game comes to our mind, first. -- which is the reason why we choose to develop "HUNGRY SNAKE" game, with more detailed points like --

1. Easy to develop
2. Both accessible and acceptable by others
3. A great stepping stone for our future in this field
4. Growing E-sports will surely give our game a little space in it's world.

--Being a Computer Science Graduating Student, Programming languages are the foundation of our development in this course of study. So, Keeping our TRADITION, FOUNDATION, and DISCIPLINE intact{"""(So, basically she wants to say - PARAMPARA, PRATISHTHA, ANUSASAN)"""}, we created the game using - THE PYTHON PROGRAMMING LANGUAGE  
For which SOFTWARES like -- PYTHON and VS CODE is used.  
and LIBRARY like -- PYGAME is used as well

Hope you got all the necessary insights about the game. Now, am passing the baton to my mate, Abhishek to carry forward and give more details on our Project!

Thank you, Prangya!

Hello teachers and dear classmates, I, Abhishek Tripathy, would like to take the honour for taking you ahead with the specifications of the game as like - The GAME LOGIC!