

# REPORT FOR SNAKE GAME IN PYTHON

*As a project work for Course*

## PYTHON PROGRAMMING (INT213)

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# ***SNAKE GAME IN PTHON***

*20<sup>th</sup> November 2021*

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# INTRODUCTION

In the history of gaming this is the most influential game in the video game universe, it's a classic arcade game called Snake, you've probably seen this game even if you don't recognize the name the principal of this game is very simple.

The Snake design dates back to the arcade game Blockade, developed and published by Gremlin in 1976.

Snake is the common name for a video game concept where the player manoeuvres a line which grows in length, with the line itself being a primary obstacle. The concept originated in the 1976 two-player arcade game Blockade from Gremlin Industries, and the ease of implementing Snake has led to hundreds of versions (some of which have the word snake or worm in the title) for many platforms.

1982's Tron arcade game, based on the movie, includes Snake gameplay for the single-player Light Cycles segment, cementing a connection between the two.

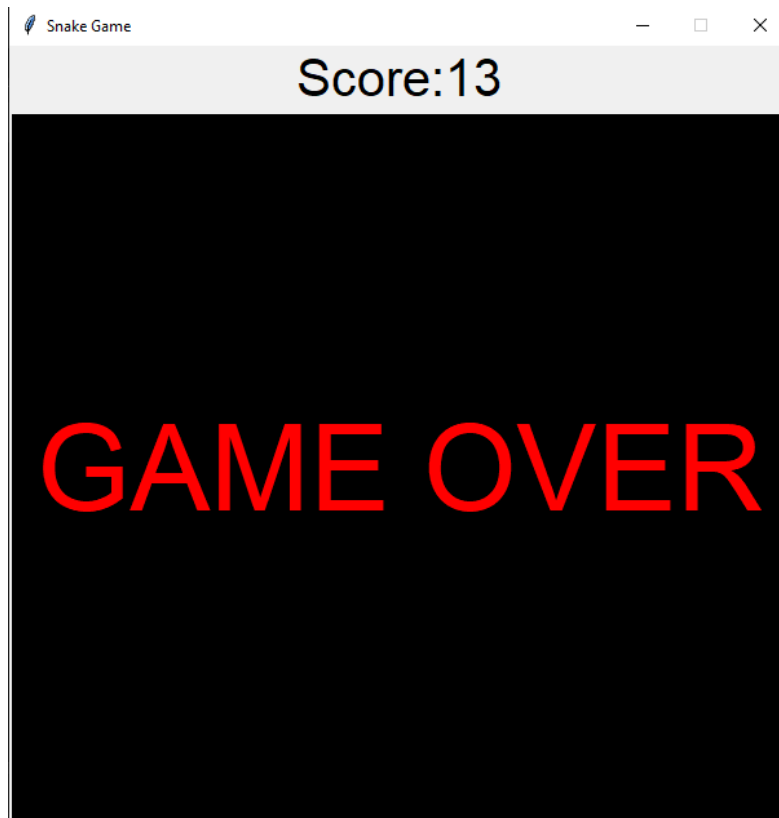
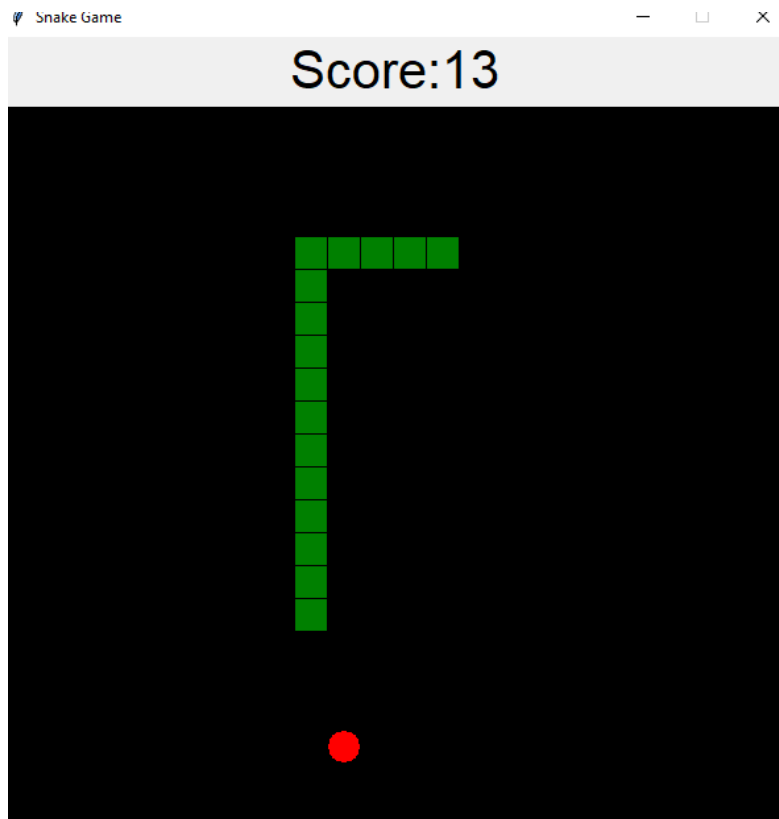
After a variant was preloaded on Nokia mobile phones in 1998, there was a resurgence of interest in the snake concept as it found a larger audience. There are several hundred Snake-like games for iOS alone.

# MODULES USED

Tkinter: Tkinter is the most used library for developing GUI (Graphical User Interface) in Python. It is a standard Python interface to the Tk GUI toolkit shipped with Python. As Tk and Tkinter are available on most of the Unix platforms as well as on the Windows system, developing GUI applications with Tkinter becomes the fastest and easiest.

Random: Functions in the random module rely on a pseudo-random number generator function `random()`, which generates a random float number between 0.0 and 1.0. These functions are used in a lot of games, lotteries, or any application requiring a random number generation.

## SCREENSHOTS



# CONCLUSION

The following is an example game written in python, based on the game called 'Snake' which has been around since the earliest days of home computing, and has re-emerged in recent years on mobile phones.

It isn't the world's greatest game, but it does give you an idea of what you can achieve with a relatively simple Python program and perhaps the basis by which to extend the principles and create more interesting games of your own.

# REFERENCES

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