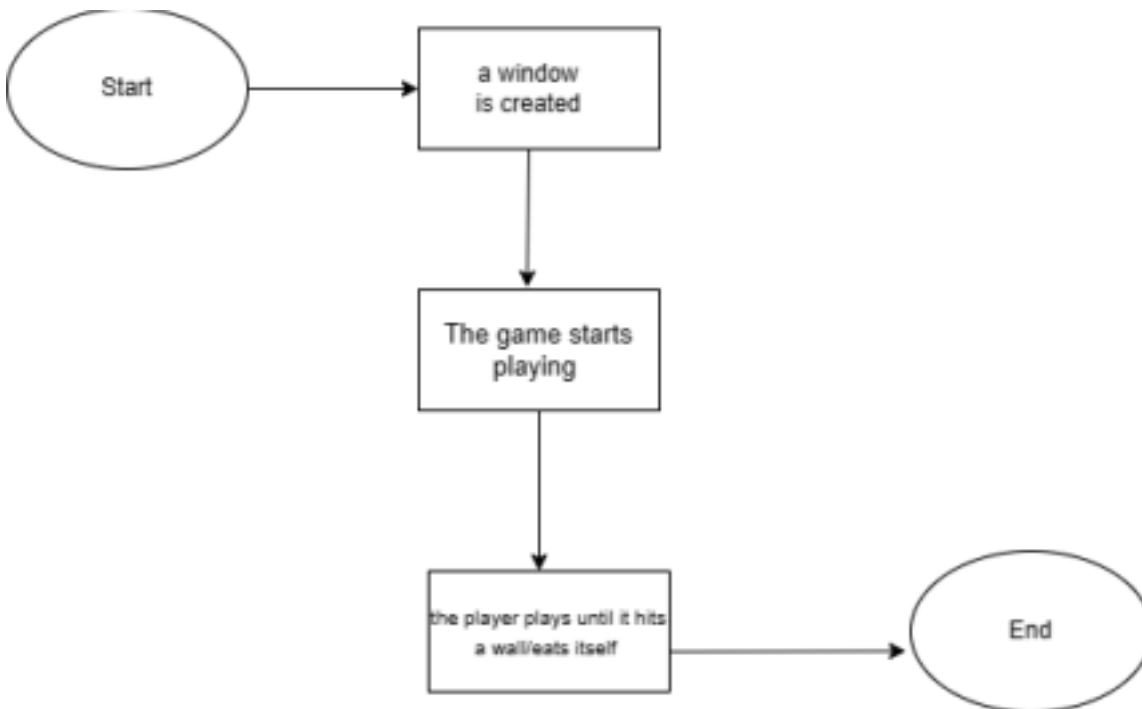


# Python Mini Project Report

## SnakeGame

**Description:** Snake game is one of the oldest developed games familiar to people of all age groups. It has been one of the most popular games in the history of games and by understanding this I decided to make a snake game of my own using the Pygame module in Python. I took it as the most wonderful opportunity to learn new concepts in the most classic way. In this game, the player's main objective is to eat the fruit and get as many points as possible and not hit a wall or eat itself. My game consists of a snake and a fruit wherein the snake can move in all directions i.e. up, down, and sideways. The scoreboard is displayed in the top left corner of the window.

## Program flow:



## Packages/ Libraries used:

- **Pygame:** it is used to create video games. It includes several modules for playing sound, drawing graphics, handling mouse inputs, etc.
- **Time:** As the name suggests Python time module allows us to work with time in Python. It allows functionality such as getting the current time, pausing the program from executing, etc.
- **Random:** it is an in-built module of Python that is used to generate random numbers. These are pseudo-random nos. means these are

not truly random. This module can be used to perform random actions such as generating random numbers and printing a random value for a list or string.

**Program:** <https://github.com/Prerna2222/Python-mini-Project-snake-game.git> **Output**

