

Snake Game

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Introduction:

The snake game project is a classic video game implementation that involves controlling a snake as it moves around a rectangular grid. The objective is to guide the snake to eat food items, which causes it to grow longer. However, the game becomes challenging as the snake's length increases and it must avoid colliding with its own body or the game boundaries.

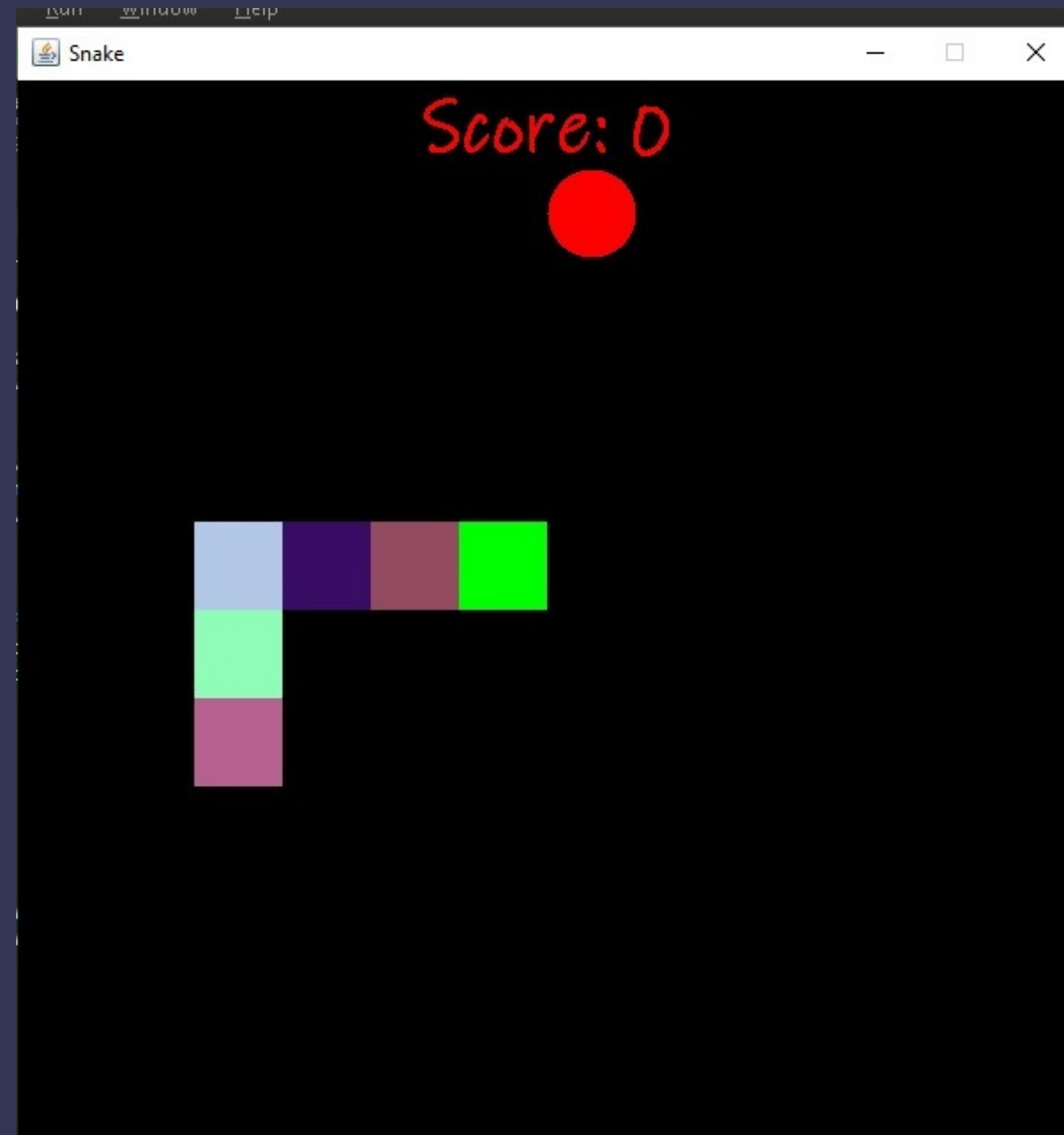
Requirements:

Window

Eclipse

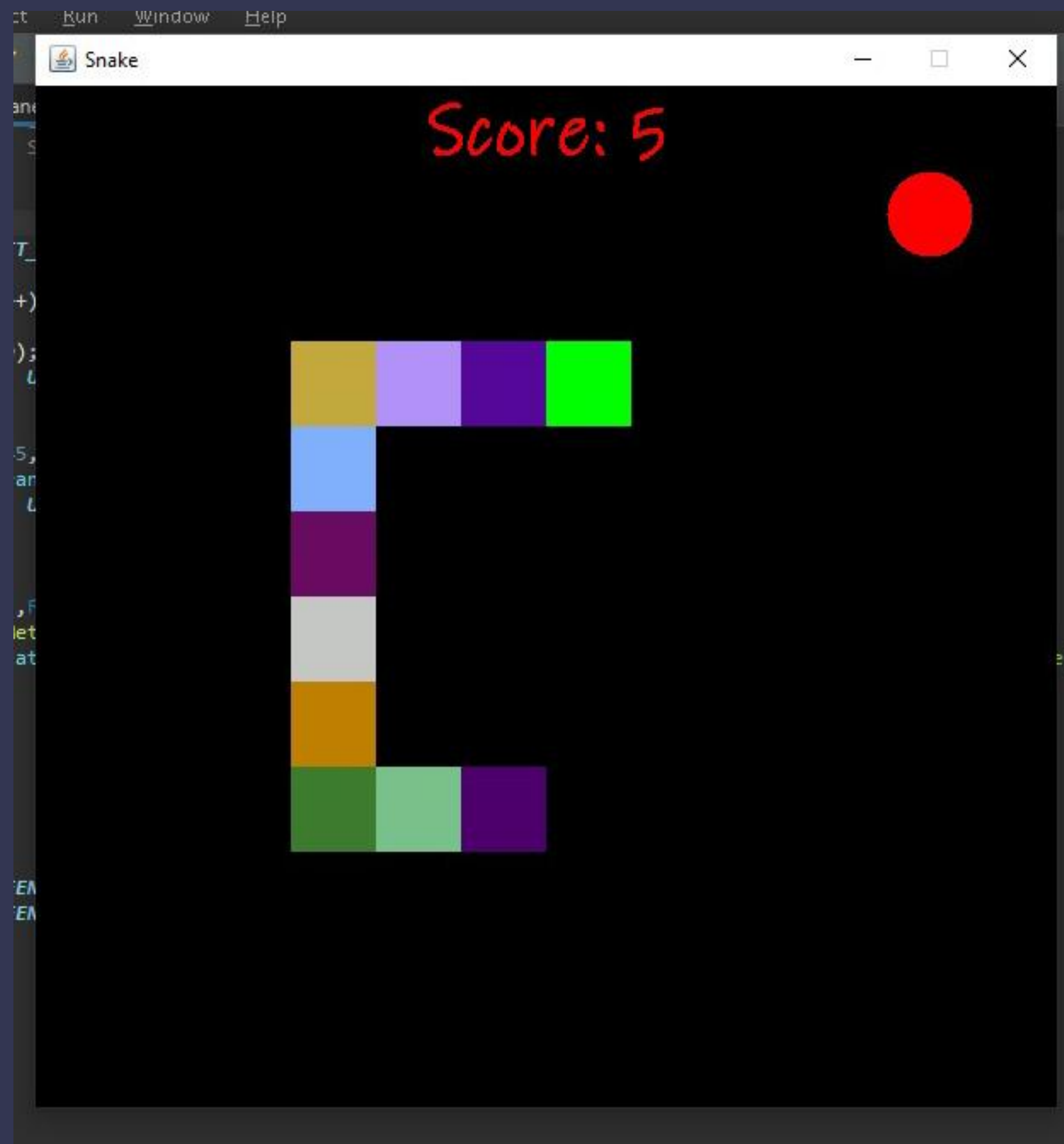
Jframe Tool

Game Design:



In this project, I developed a snake game using [programming language Java/tool Eclipse]. The game features a user-friendly interface where players can control the snake's movement using arrow keys or other specified controls. The snake's speed increases gradually, adding to the game's difficulty.

I implemented key game mechanics such as detecting collisions between the snake and the food, updating the score based on the snake's length, and ending the game if the snake collides with itself or the boundaries. Additionally, I incorporated sound effects and visually appealing graphics to enhance the gaming experience.





Thank You.....