



AMERICAN INTERNATIONAL UNIVERSITY-BANGLADESH

Faculty of Science and Technology

Department of Computer Science

**CSC 3224: Computer Graphics**

Semester: Spring 2019-20

**Project Information (Fill-up by Student)**

**Project Title:** SNAKE GAME

**Features & Description :**

It just like Nokia snake game. I like to preserve all the feature and characteristics of that games.

**#Features**

1. The snake can move freely towards the whole drawing grids except the red border. The whole body of the snake follows the head of the snake.
2. From the starting of the game each particular time only one food is created for the snake after one successful bite next food generated one by one.
3. Each time after eating one food the length of the snake increased by one unit.
4. When the snake head touch the read border or his own body then the game is over.
5. After game over a pop-up window shows the score of the player. The score is 10-time multiples the number of biting foods.  
For example, if player eat 7 foods then the pop-up window shows (Your score :70).

**Evaluation: (ID and Student Name fill-up by Student)**

ID	Student Name	Sec	Code (15)	Viva (15)	Idea (7.5)	Report (7.5)	Demo (5)	Total (50)
17-34652-2	Tanvir Mahtab Rafat	F						



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<b>Demo Submission</b> <b>Date:</b> <b>Final Submission</b> <b>Date: 5/18/2020</b>								

**External Information**

<b>Faculty Name</b>	<b>Signature</b>