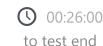


Viceroy Studios Front Engineer Test







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## **Snake Game**

## **Develop an HTML5 Snake Game** with the below specifications:

- Snake can be controlled by arrows.
- Snake food will be placed randomly on screen.
- Snake food has a random timeout between 4 to 10 seconds
- Snake elongates itself after eating the food.
- Every food intake gives 1 point.
- If the snake hits a boundary, the size of the game area should reduce by 113px and the direction of the snake reverses.
  - Game is over when snake gets in contact with itself.
  - Dimensions of food should be equal to dimension of one segment of the snake.
  - Dimension of food should be 16px X 16px.
  - The game area should be of size 800px X 800px.
  - "Play Again" button should appear once the game is over.
  - In the subsequent gameplays, if the score is greater than the previous gameplay score, then change the color of the score.



**To get bonus points** in this question, implement a special food with the following properties:

- Special food intake fetches you 9 points and elongates the snake's length by 2 units.
- It can be of any shape other than a square.
- It must fit inside 28px X 28px box
- It is of a random color.
- Its timeout interval lies between 1 and 5 seconds.

## **Game View:**

## **Please Note:**

- This question is graded manually by a tech manager. So you can be as creative as you want to be.
- You can create any number of files in the folders.
- You can test your code by pressing the "Render" button below.
- You can use any library/framework to create this.
- You are free to design the UX of your choice.





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