

The game works quite well and the features that I wanted all work quite well. I believe my system meets the various important factors quite well since it covers all of the features for the game such as eating the apple, extending its length, and colliding with its body and boundaries. The usability of this game is not as good as I would like because it requires a PS2 keyboard for user input, which is less common in today's keyboard market. The game is impressive and fun as it challenges the user to get a high score. The game becomes harder since the snake becomes longer in a restricted area. The cost of the game is quite large. It utilizes the LED expansion board, which is quite costly because it needs to remember various LED colors and locations, especially for the snake and apples. I think that the size can be reduced for some of the things I used since not every part of the expansion board would be used for some parts like the apples.