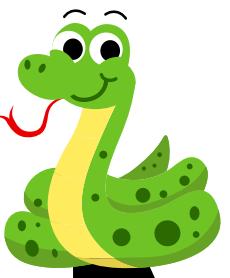
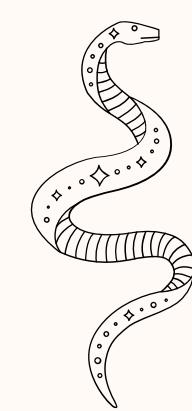


Project **SNAKE GAME**



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About Us



About Us



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Md. Shafeul Alam Mahi

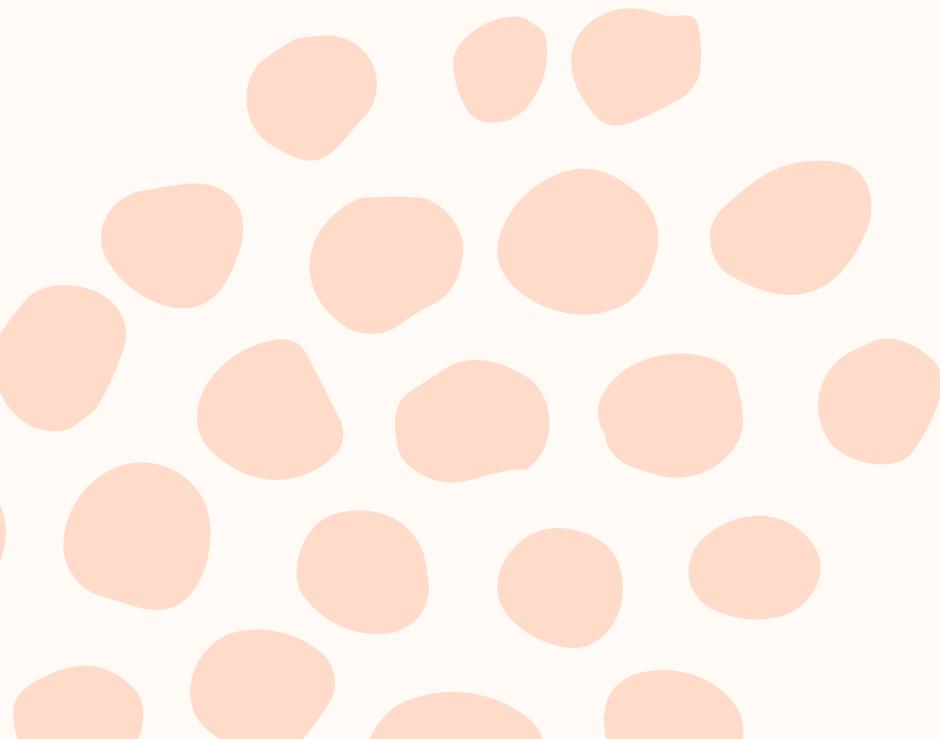
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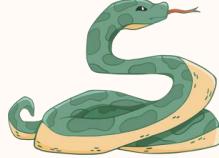
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Introduction



Introduction

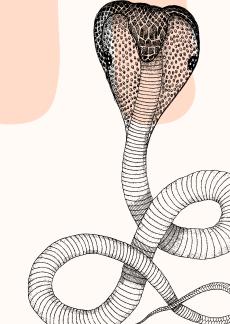


The game called "Snake" or "Snake Game" typically involve the player controlling a line or snake, there is no official version of the game, so gameplay varies. The most common version of the game involves the snake or line eating items which make it longer, with the objective being to avoid running into a border or the snake itself for as long as possible.

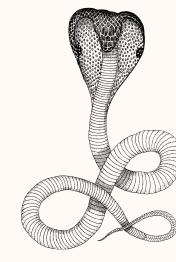
The player loses when the snake either runs into border or into its own body. Because of this, the game becomes more difficult as it goes on, due to the growth of the snake.

Nokia has installed the "Snake Game" on many of its phones. The game is also available on several websites, including YouTube, which allows viewers to play the game while a video loads

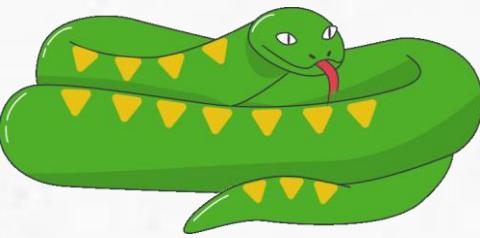
History of Snake Game



History of Snake Game



- The Snake has appeared in many different forms over the decades, but it's first appearance took place in the mid 1970s and was called Blockade. It was the creation of Gremlin Industries, who specialized in coin-operated arcade machines. In 1984, they closed their doors, never to open again. But their game still lives on.
- By 1997, it had found its way into people's pockets, onto their Nokia phones and created the craze of mobile gaming among teenagers. The Nokia 6110 was Nokia's first phone with Snake and they continued to manufacture new models with the game installed throughout the next decade.



OBJECTIVES



This Project in C++ language of Snake Game is a simple console application with very simple graphics. In this project, we can play the popular "Snake Game" just like we played it elsewhere. We have to use the up, down, right or left arrows to move the snake.



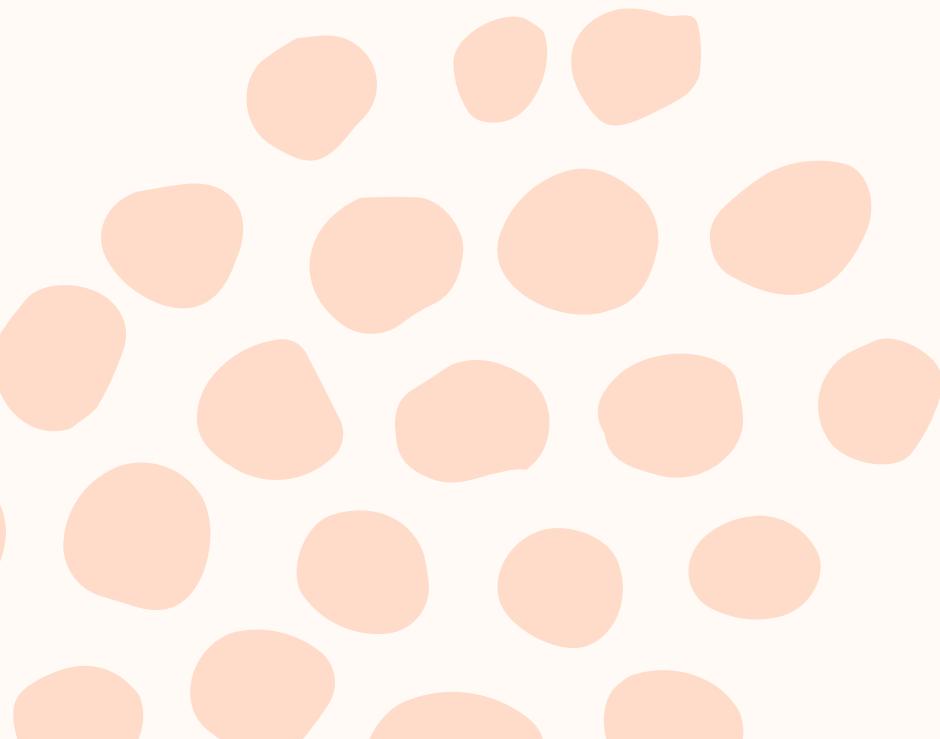
Foods are provided at the several co-ordinates of the screen for the snake to eat. Every time the snake eats the food, its length will be increased by one element along with the score.

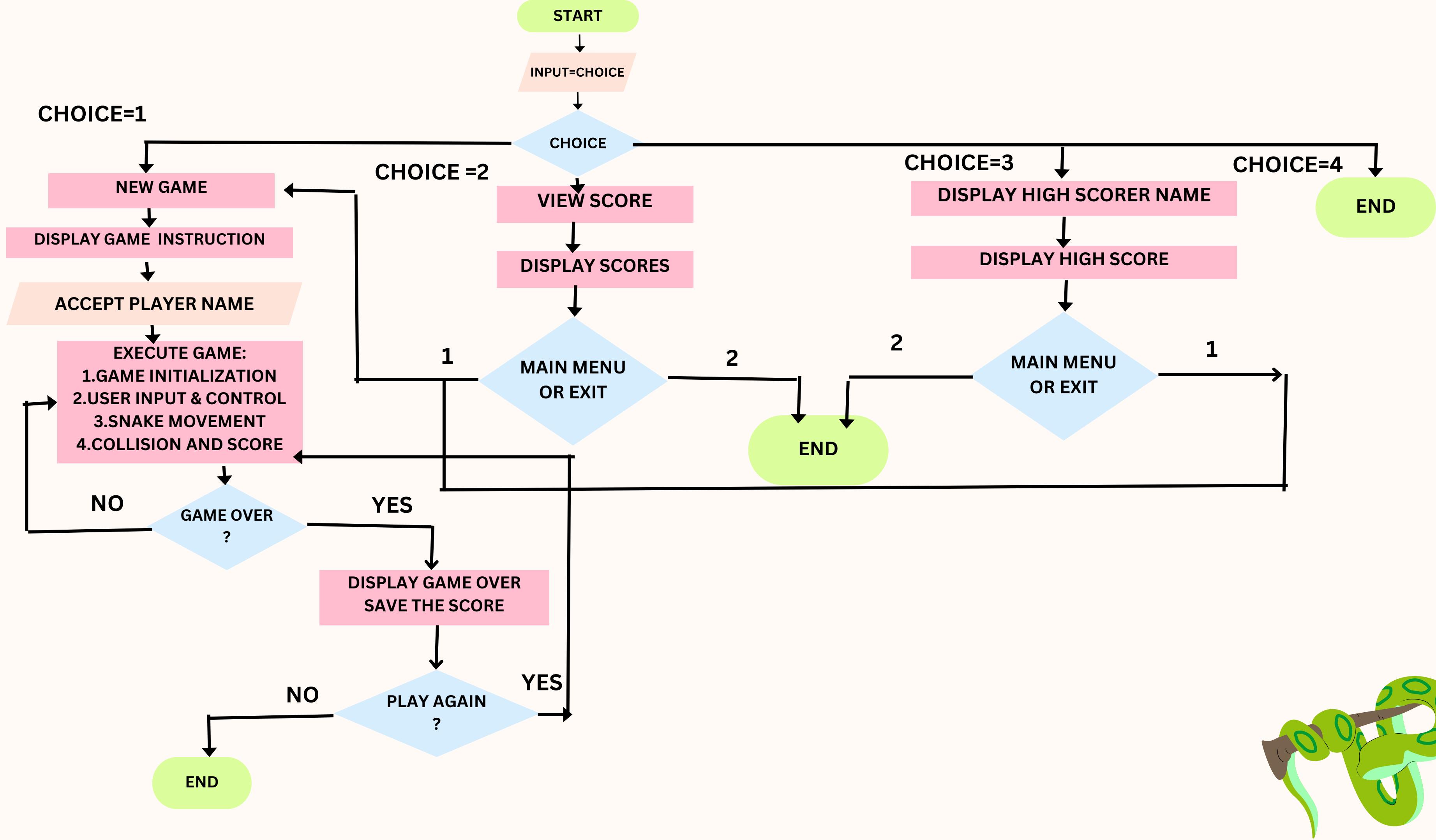


It isn't the world's greatest game, but it does give us an idea of what we can achieve with a relatively simple C++ program, and perhaps the basis by which to extend the principles and create more interesting games of our own.

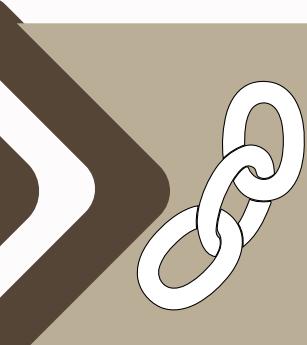


Flow Chart





IMPLEMENTATION Of DATA STRUCTURE

- 01  **Linked List :**
To make the snake's body and dynamically allocated the transition of snake's body.
- 02  **linear search:**
To find the high scorer and score
- 03  **Array:**
To store the player's name.

Game Features



Game Features

1. GAME SETUP

- The game initializes with a rectangular play area where the snake will navigate.
- The player is prompted to enter their name for a personalized gaming experience.

3. GAME LOOP

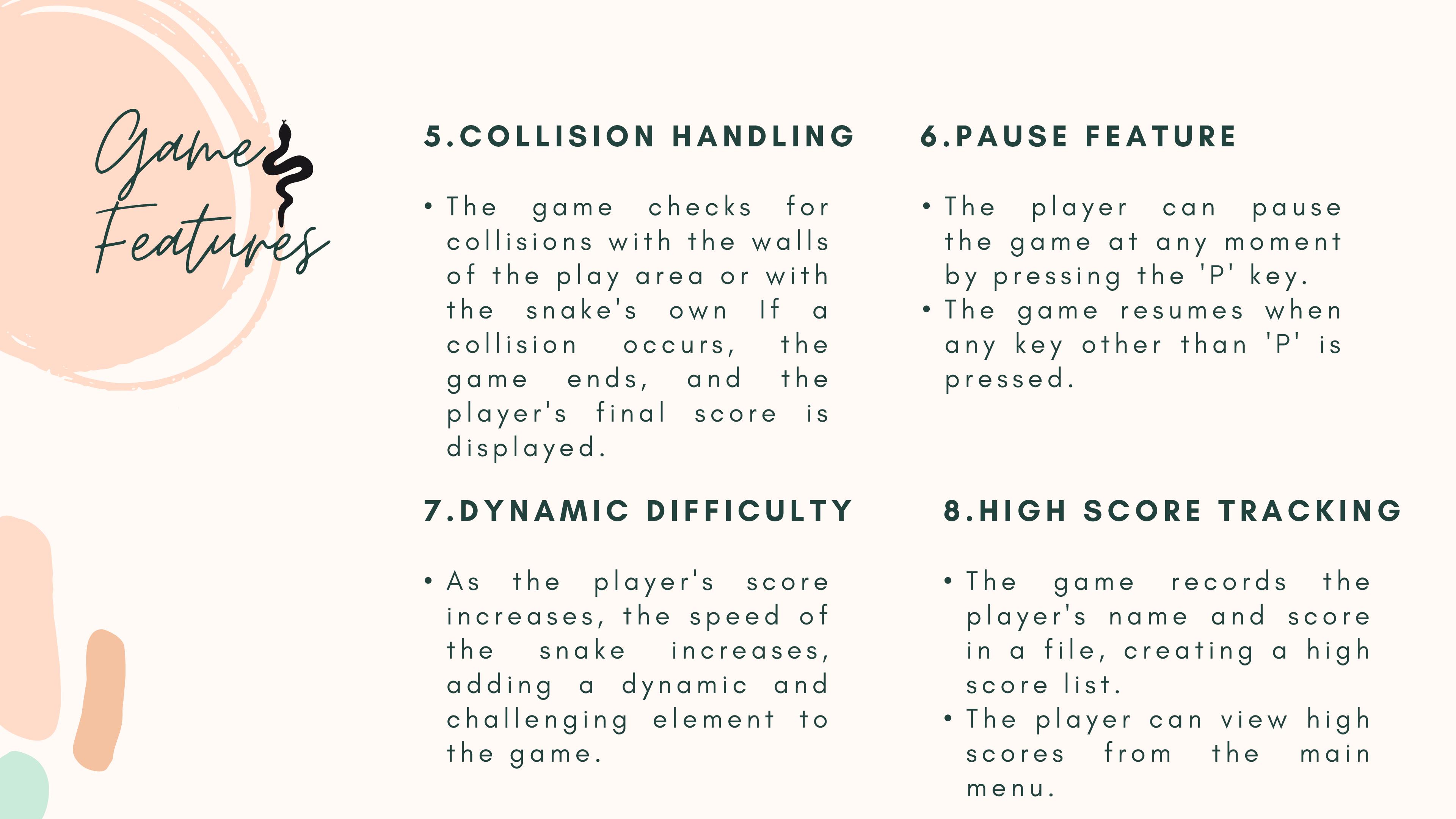
- The game operates in a continuous loop until the player decides to exit.
- Within the loop, the player controls the snake to move around the play area.

2. INSTRUCTION

- Clear instructions are provided to the player at the beginning, explaining the game's objectives and controls.
- The player is informed about how to control the snake using arrow keys.

4. SCORE TRACKING

- A real-time score tracker displays the player's score on the screen.
- The score increases each time the snake consumes the food item represented by '*'.



Game Features

5. COLLISION HANDLING

- The game checks for collisions with the walls of the play area or with the snake's own body. If a collision occurs, the game ends, and the player's final score is displayed.

7. DYNAMIC DIFFICULTY

- As the player's score increases, the speed of the snake increases, adding a dynamic and challenging element to the game.

6. PAUSE FEATURE

- The player can pause the game at any moment by pressing the 'P' key.
- The game resumes when any key other than 'P' is pressed.

8. HIGH SCORE TRACKING

- The game records the player's name and score in a file, creating a high score list.
- The player can view high scores from the main menu.

Game Features

9. GAME OVER INTERACTION

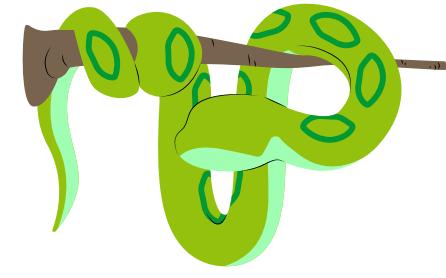
- Upon game over, the player is presented with a summary, including their name and final score.
- The option to play again or exit is provided.

10. GRAPHICS & CONSOLE INTERACTION

- The game utilizes a simple console-based graphics system to display the snake, food, and play area.
- The `gotoxy` function is used to set the cursor position, enhancing the visual presentation.



Testing the Game





Limitations



- 01** Ranking
- 02** Graphics
- 03** Absence of Obstacles

- 04** Volume increase & decrease
- 05** Only for single player

thank
you!

