The Snake Game's Major Functions, in Brief:

1. Game Setup: Create a grid or game board to set up the game's atmosphere.

- Establish the snake's and the food's beginning positions.

- Assign the snake a starting direction.

2. Keyboard inputs should be available for the player to use to move the snake.

- Adjust the snake's location in accordance with the selected direction.

- Scan for impacts with the game's limits, the snake's body, or objects like food.

3. Random Food Generation: Produce food at random on the game board.

- Make sure the food doesn't touch the snake's body or any already-existing food.

4. Progress and Scoring:

Keep score of how many food items the player has acquired, and display that score.

When the snake consumes food, the score rises.

As the player advances, the game's level or difficulty may change.

5. Game Over Requirements:

Determine when the snake slams into itself or the game's borders.

The game will end, and the results will be shown.

Give the player the option to restart the game.

interface for users:

6. Make the game UI pleasant to the eye.

Show the snake, food, and score on the game board.

Implement interactive game-start, pause, and restart buttons or controls.

Business scenario and use case:

Business Need: To draw customers and raise their user engagement numbers, a gaming business needs to create a straightforward and entertaining Snake game.

Problem Proposition:

Lack of Interactive Entertainment: Snake, a timeless game with straightforward but addicting gameplay, is absent from the company's current gaming catalog.

User Engagement Metrics: The business needs to improve its user engagement metrics, which include session length and retention rate.

Expanding Game Portfolio: The corporation wants to expand its game selection to appeal to more people and draw in more players.

Technical and Business Environment:

The company's user base is well-established and it operates in the gaming sector.

Technical Environment: A suitable programming language, game development framework, and graphic assets will be used to create the game.

The desired goals are:

Create a fun Snake game with a straightforward but addictive gaming experience.

the retention rate and session duration parameters for user engagement should be raised.

The Business Model and Actors:

Players: Users who will use the game's interface to play the Snake game.

The group in charge of planning, creating, and testing the Snake video game.

The marketing team is in charge of publicizing the game and drawing in new players.

User engagement indicators are measured and analyzed by the analytics team.

Measures of Success

Increased Session Length: Aim for at least 10-minute sessions on average.

Better Retention Rate: Increase by 20% the proportion of participants who play for at least three sessions.

Positive customer feedback should be gathered via reviews or surveys, with an aim for an average rating of at least 4 out of 5.