

## SIT102 – Introduction to Programming

### 7.3 Custom Program – Design Overview

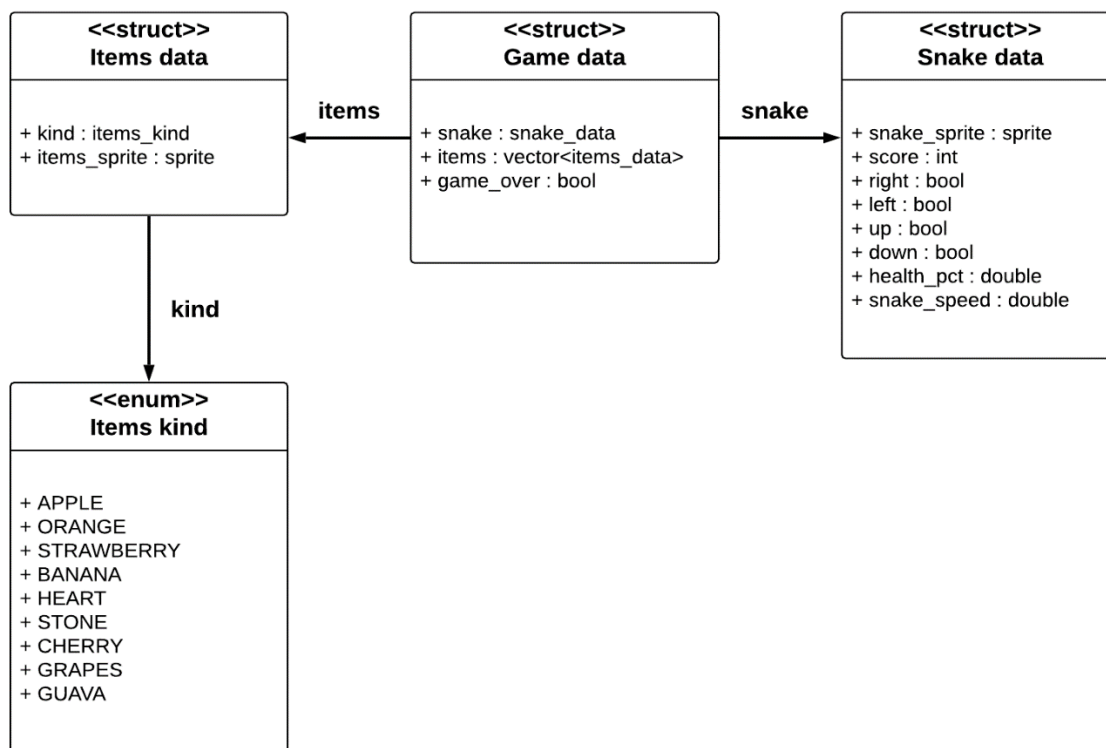
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I have developed a small user-friendly snake game in which snake collects various items and based on these items, player's score is increased as well as the speed of the snake which increases the difficulty level of the game.

The game is started over when a stone is collected or the snake goes out of the playing area or the health percentage becomes zero.

- Here is the diagram for the structs and enums in the code



- The associated functions and procedures are shown in the following structured chart

