

Project Proposal (t11g02)

Functionalities desired:

- Fixed area for arena, snake cannot leave that area
- Snake movement defined by keyboard inputs
- Food for snake to eat inserted via mouse input
- Elapsed time since start of game session

Devices used and their roles:

- Video card in graphics mode: display the game in a user-friendly way so he/she can understand what is going on
- Timer: display elapsed time since start of game session
- Keyboard: used for snake movement
- Mouse: used to insert food for snake to eat

Workplan:

- TBD