SPL-1 Project Proposal Form, 2023

Institute of Information Technology (IIT) University of Dhaka

Student's Name: Shahria Sultana Elin				
Student's Roll: 1445		Phone: 01717449385		
TreatforCobra: "A classic snake game" Project Description:				
TreatforCobra is a delightful snake game that brings back memories of the classic Nokia Snake game from the 90s. This project will be developed using the C programming language. The core functionality of this game relies on a Depth-First Search (DFS) algorithm to control the snake's movement within the grid and find its food by implementing the shortest path-finding algorithm. The snake's body will be represented using arrays or queues, allowing for				
dynamic growth upon consuming food. To ensure game integrity, collision detection (Collision Algorithm) mechanisms will be implemented to handle interactions with game boundaries or the snake's body, leading to clear win or loss conditions. The game features multiple levels, gradually increasing complexity through strategic obstacle placement and time limit. To introduce an element of unpredictability, the randomized algorithm will be utilized to determine food positions.				
By merging technical and creative elements, the Snake game will offer an immersive and enjoyable gaming experience.				
Languages or Tools to be used: C, C++, Illustrator				
Supervisor's Name: Dr. Naushin Nower				
Signature of the supervisor:				
Date:				

Before the Midterm Presentation:
I confirm that the progress is satisfactory and I am forwarding it for midterm presentation.
Signature of the supervisor:
Date:
Midterm Presentation Feedback: