

Using Object Oriented Programming to Make a Snake Game

- **Angela Yu** - starts off by creating different objectives that the snake game should do creating 7 things we need to do and she tackles these problems into 2 days 3 for the first and 4 for the second day. A skill for time management
 - 1. First thing done was managing screen and colour
 - Second thing done was to tackle the first objective of the project
- We then went to OOP and created a class called snake to add functionality of the snake into the game
 - That is the end of the first day of this project