ASSIGNMENT PROJECTS

Name: Trần Viết Thịnh

MISSION: PROGRAM 5 – SNAKE GAME

Scored:

This assignment aims to give you specific experience with developing a Java program and its documentation, and designing or breaking down a program into classes so that it follows a set of specifications. art.

Description:

This is a single-player game. When the game starts, the app displays the snake and starts the game with the start point of the times the snake ate the apple equal to 0. Then it displays the apple in random order. Each point is one time to eat the apple and the snake's length will be longer.

The goal of the game is to help the snake eat as many apples and get the most points without letting the snake touch 4 walls or not letting its head touch its body.

Program requirements:

- The original apple that appears on the screen is random each time it is lost.

- Each move can only move at a 90 angle, not diagonally

- The snake can only be moved left, right, up, or down.

- The player can change the direction of the snake's movement by pressing the following keys:

Left arrow key: move left

Right arrow key: move right

Up arrow key: move up

Down arrow key: move down

- There is no time limit for the game. However, the number of snakes scored will be longer. When out of the game "Game Over", the player will be asked to enter his or her name. The name of the player and the number of keystrokes must be saved in a file as a new record. This name and the number of points scored will appear on the screen when the player starts a new game.