University of Engineering and Technology Lahore



**Lab Project Proposal**

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**Reg #** 2019-CE-22

**Department:** Computer Engineering

**Subject:** Programming Fundamentals

**Due Date:**  28-July-2020

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**Snake Game in Python**

Title:  
 Snake game in python.

Description:  
 What will be in the game…

* Game would be in square interface (2D).
* There would be food and snake in the game.
* They will be searched by the coordinates (Vectors) of the plane.
* Food element will be displayed as a square.
* Snake as eats the food that food becomes the part of the body of the snake increasing the length of the snake.
* Food once eaten, will show up somewhere else in the screen.
* The game will end if snakes touches the boundary of the screen or itself.
* It will only move forward. And will change directions by keyboard inputs. It won’t go backwards.
* Game screen will also show the score.

What will not be in the game…

* The screen will be of pure colours, no lines will be visible.
* Game will not have much options like pause, restart etc.
* Game will be simple no AI will be used.

Tools:  
 Modules inside the python will be used.

Languages:  
 Python.