**Java Mini Project Report**

Topic: **Snake Game**

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Class:

Board:-

* + - Initboard -initiate board’s dimension ,background colour.
    - Init images -initiate images for apple,head,ball.
    - Initgame -locates the apple and also starts the timer(delay by which the snake moves).
    - Checkcollision – checks whether the snake collides with the board.
    - Locateapple -locates position of apple using x,y axis.
    - Move -comes into play during every single move of the snake.
    - Gameover -gives the colour and font of the text “Game Over”.

TAdapter:-

Keypressed- identifies the direction given by the user and makes other direction false.

KeyAdapter:-

Used to access the keyboard(Arrow keys).

Snake:-

InitUI -gives a new board with the title “Snake Game” and sets the location.

OOPS Concepts Used:

* + - Inheritance
    - Packages
    - Interface
    - Polymorphism
    - GUI

Main class:-

It starts with GUI of board and snake with title “Snake Game”.The game runs till the snake goes out of the board or if it tries to eat itself. The program starts from the initiation of board and goes through every function and interface and ends with message “Game Over” using board.java and snake.java file.

How To Run:

1.Download the extract the folder Snake Game.

2.Open the project in NetBeans.

3.Run the snake.java file separately.

4.Then click the run file button in Netbeans.It displays the board and you can start playing the game using arrow keys from the keyboard.

5.You can come out of the game whenever you want by clicking the exit button.

**Screenshots:**





