Latthe education society’s polytechnic,Sangli



Proposal of Micro project of subject

**Data Structure Using ‘C’**

Name of project

**Snake Game using C**

Submitted by

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| --- | --- |
| STUDENT NAME | ROLL NO |
| Aditya Gujar | 182324 |
| Sarvajeet Chavan | 182321 |
| Swapnil Gunke | 182325 |

**1.0 Brief Introduction**

Introduction: - The snake game is called snake or snake game typically involve player controlling a line or snake, there is no official version of game so game play varies. The most common version of game involve a snake or line eating items which make it longer, with the objective being to avoid running into a border or a snake itself for as long as possible.

The player loses when the snake it touches its own body. Because of this game the game becomes more difficult as it goes on, due to the growth of the snake

**2.0 Aim of Project**

* To know how the games are created

# 3.**0 Intended Course Outcomes:**

* Perform basic operation on array
* Apply different searching and sorting techniques
* Implement basic operation on stack and que using array representation
* Implement basic operation on linked list
* Implement program to create and traverse tree to solve problems

**4.0 Literature Review:**

* The project in c language of snake game is a simple console application with every simple graohics.In this project, you can play the popular “snake game” just like you played it elsewhere. You have to use the up, down, right or left arrows to move the snake.
* Foods are provided at the several co-ordinates of the screen for the snake to it.Every time the snake eats the food, its length will be increased by one element along with the score,
* It is not the world greatest game but it does give you an idea of what you can achieve with a relatively simple c program and perhaps the basics by which to extended the principles and create more interesting games of you own

**5.0 Proposed Methodology:-**

5.1 Data collection

* This game is just similar to games which are found mobile games section. It uses the concept of graphics to display the menu items and all objects on a single screen.

5.2 Data Collection Tools

* The arrow key ‘up’, ’left’, ’right’, has been set within the program to move the snake in right, left or in top directions.
* The game start when you press UP arrow as the game progresses the score scored by the player is continuously displayed on the bottom right corner of the monitor ,and the status i.e. wheatear player is playing or not if player is playing status displayed that will be ‘playing’.
* The object snake position has been set random, so whenever player will start game, the snake will appear at random location every time.
* The snake object always appear with colour white

5.3 Problems Faced:

* While designing the structure of game
* As the game progresses the and as the snake becomes bigger the game was running slow so we makes some changes and this effects now the game runs well
* As we didn’t made application or software of this game so you have to run this game in a turbo c or any other compiler so this makes complex for us

5.4Future scope of this project

Our project will be able to implement in future after making some changes and modifications as we make our projects at a very low level.so the modifications that can be done in our projects are:

1) It can be made with good graphics.

2) We can add more options like top scores and player profile

3) We can add multiplayer options

**6.0 Resources used**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sr.no | Name and resources used | Specifications | Oty | Remark |
| 1 | Operating system | Windows | -- | -- |
| 2 | Application Software | Turbo c++ | -- | -- |
| 3 | Hard disc | 32GB | 1 |  |
| 4 | Ram | 4GB | -- |  |
| 5 | Processor | Intel Core | -- |  |

**7.0 Action Plan**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sr.no | Details of activity | Planed date | Planed finished date | Name of responsible team mem |
| 1 | Discussion and  finalization of project |  |  | Aditya Y.Gujar  Sarvajeet chavan  Swapnil S. Gunke |
| 2 | Preparation of project |  |  | Aditya Y.Gujar  Sarvajeet chavan  Swapnil S. Gunke |
| 3 | Structure of micro  project |  |  | Aditya Y.Gujar  Sarvajeet chavan  Swapnil S. Gunke |
| 4 | Content Preparation |  |  | Aditya Y.Gujar  Sarvajeet chavan  Swapnil S. Gunke |
| 5 | Discussion about  resources |  |  | Aditya Y.Gujar  Sarvajeet chavan  Swapnil S. Gunke |
| 6 | Discussion about  resources |  |  | Aditya Y.Gujar  Sarvajeet chavan  Swapnil S. Gunke |
| 7 | Seminar |  |  | Aditya Y.Gujar  Sarvajeet chavan  Swapnil S. Gunke |
| 8 | Final submission |  |  | Aditya Y.Gujar  Sarvajeet chavan  Swapnil S. Gunke |