

SNAKE VS BLOCK GAME-DESIGN

GENERAL RULES

- 1. Use the Snake-Length to Destroy Blocks, the more you destroy , the more you score
- 2. Use coins to score high.
- 3. Magnets and Shields are there to help you.
- 4. Mind the walls. You can't cross them.
- 5. Can you get your name in the Leader-Board ?

GAME DESIGN

Choose one option:

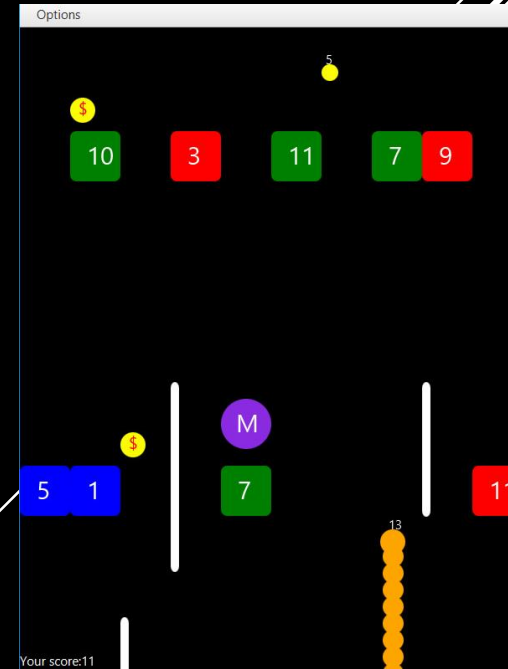


New Game
Resume
High Scores
Options
Exit

Enter your Name:

Name
Aatish
Start Game

Gameplay:




High Score:

Vinay , 555 , 12 dec 2017
Anand , 555 , 2 dec 2017
Vishal , 523 , 1 dec 2017
Ashutosh , 344 , 15 dec 2017
Himanshu , 50 , 30 dec 2017
Akash , 50 , 3 dec 2017
Ayush , 40 , 25 dec 2017
Sehaj , 25 , 17 dec 2017
Sachin , 20 , 15 dec 2017

Main Menu

SNAKE VS BLOCKS

IMPLEMENTATION

1. All the visual effects aided by JavaFX.
 2. Status of game saved after every second through Serialization.
 3. The process of serialization and that of running the game is done parallel by Multi-threading.
 4. Java Collection Framework used for the Data.
 5. Proper Object Oriented Program with appropriate encapsulation and abstraction.
 6. Exception Handling done at necessary places.
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CONTRIBUTION

<i>Classes Design and Planning :</i>	Akash and Aatish
<i>Java Fx and Animations:</i>	Majorly done by Aatish
<i>Serialization and Deserialization:</i>	Aatish and Akash
<i>Multithreading:</i>	Akash
<i>JavaDoc :</i>	Akash and Aatish

Rest of the work was combined Team effort.

