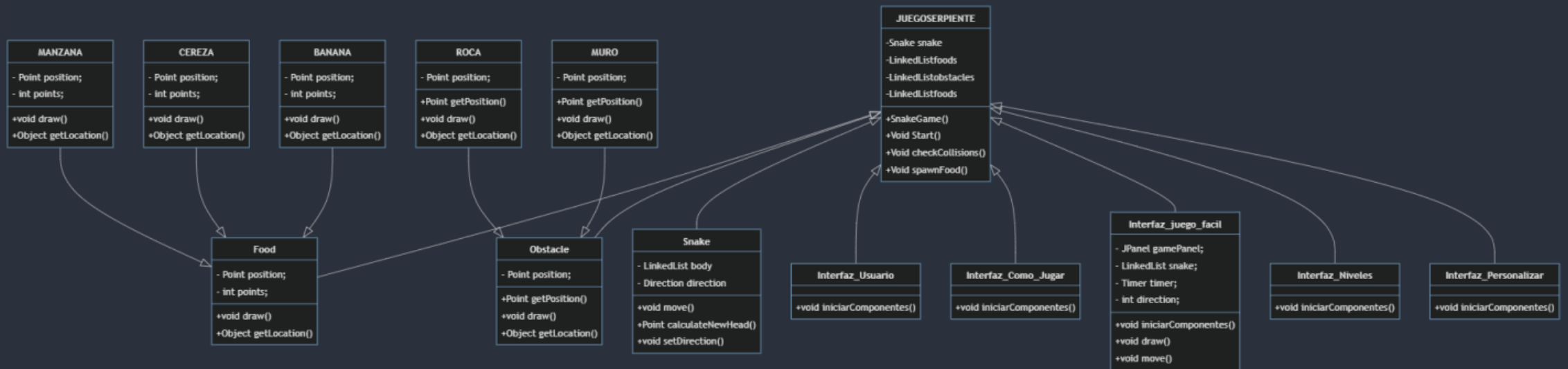


The background of the slide is a dark gray. On the left side, there is a 3D effect consisting of a blue rectangular prism and a gray rectangular prism, both tilted diagonally. In the center, there is a pixelated snake game scene. The snake is a small, multi-colored creature (brown, orange, and black) positioned in the middle of a dark, pixelated field. The field is enclosed by a black border. In the bottom-left corner of the game field, there is a small, pixelated red and black object, possibly a power-up or a piece of food. The title "Snake Challenge" is written in a large, white, sans-serif font, centered over the right side of the game field. Below the title, the authors' names are written in a smaller, white, sans-serif font.

Snake Challenge

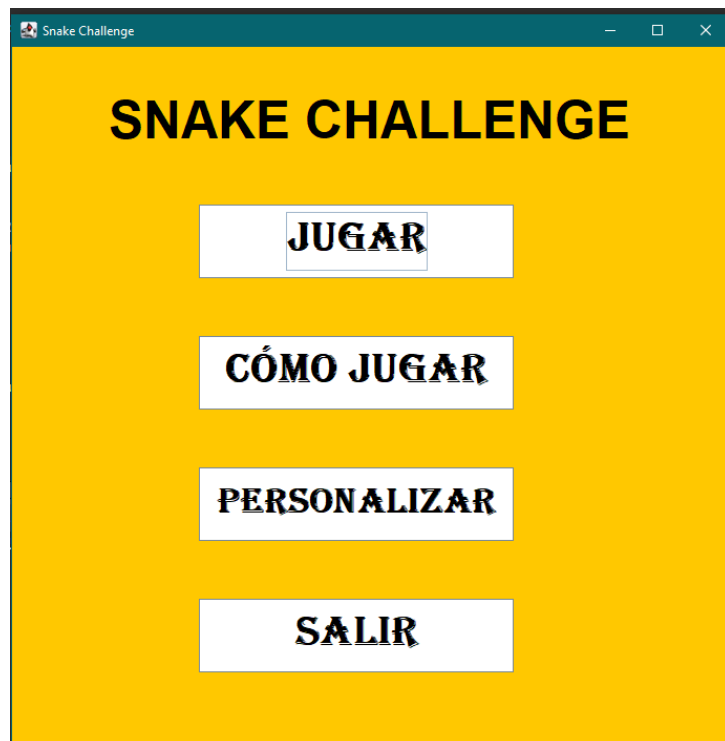
Diego Hernández García-Panadero y Álvaro Mingo Muñoz

Esquema UML

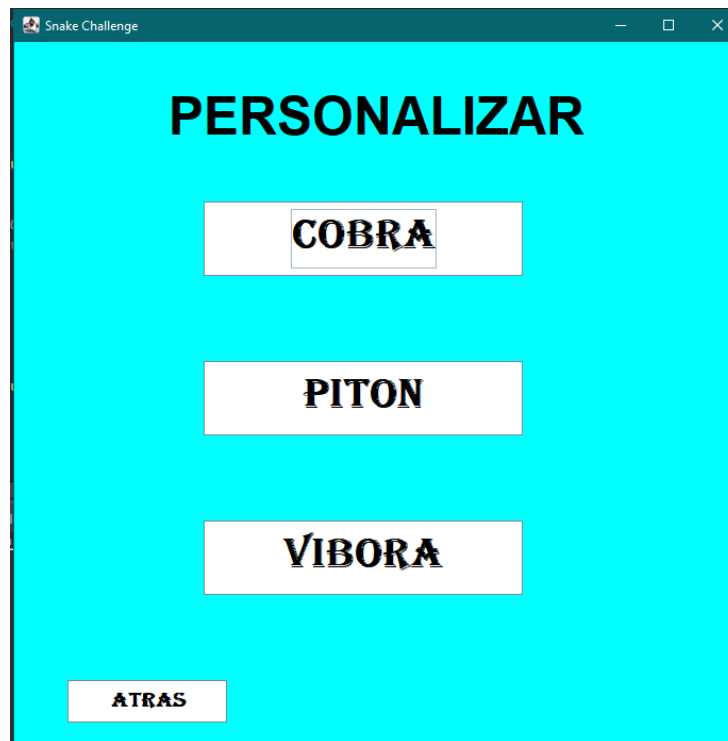


Interfaz de usuario

Menú Principal



Menú Personalización



Menú Niveles



Cómo Jugar y Juego

