

Project Report

-Flodablesnake

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Idea: It's just normal snake game but in my game the snake can be floded into a circle.

Overview:

- index is homepage of the game(you would find start game option on the left top corner)
- startgame is the simulation
- snake body is represented as circle of finite radius
- whenever it eats the colorful foodies it's length changes but not radius.
- major circle which follows the mouse
- rest of the circles moves in the path of major circle.

Problems faced:

- The major hurdle was to code for the rest of circles to move in the path of major circle.
- Tried my level to make continous flow of circles.