**Snake Game Software Requirements**

* The game must start in a state of “stop”
* The player can start the game using the n key setting the game state to “play”
* The player can pause a game in “play” state using the p key setting the game state to “pause”
* The player can resume a game in “pause” state using the p key setting the game state to “pause”
* The player controls a snake using the arrow keys (←,→,↑,↓ ) to eat objects
* A score variable displays the number of objects consumed by the snake
* The snake must die if it hits the border or runs into itself which sets the game state to “upload”
* If the game is in a state of “upload” then a stub method should be called to upload the score variable to a database\*

\*The back-end will be created using ASP.NET MVC, Entity Framework, & SqlServer if time permits