**Dr.N.G.P. INSTITUTE OF TECHNOLOGY**

**(An Autonomous Institution)**

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NBA (BME, CSE, ECE, EEE and Mechanical)

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**MINI PROJECT REPORT**

**on**

**THE SNAKE GAME**

***Submitted by***

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***in partial fulfillment for the award of the degree of***

**BACHELOR OF TECHNOLOGY**

In

**ARTIFICIAL INTELLIGENCE**

**AND DATA SCIENCE**

**OBJECTIVE**

The objective of the Snake Game project is to recreate the nostalgic experience of the classic Snake game while demonstrating essential web development skills. This project emphasizes building a dynamic and interactive browser-based game using HTML, CSS, and JavaScript. By focusing on foundational concepts such as canvas rendering, user interaction through keyboard controls, and real-time updates, the project aims to provide a hands-on learning experience in creating engaging applications.

The game challenges players to control a snake on a grid to collect food and grow in length, while avoiding self-collision. This requires strategic planning and quick reflexes, adding an element of fun and challenge. The project not only serves as an exercise in programming but also showcases how basic technologies can work together to develop a fully functional and visually appealing game.

Through this project, the goal is to strengthen understanding of grid-based movement, collision detection, and event-driven programming. It also highlights the importance of designing an intuitive user interface, ensuring a smooth gaming experience.