**National Institute of Science and Technology**

Brahmpur,Odisha

Project Report On

**RATTEL** **SNAKE GAME**

**Using C++**

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**The Project is based on the famous game rattle snake .In this project we have implemented it without the use of graphics and visual.**

**Rattle snake game is very old game and easy to program in c++ using classes and object oriented concepts.**

**It’s main logic in showing a visual effect is the system function called system(“cls”) which is used to clear the screen and by the use of this a visual snake is appeare like it is moving.**

**In this program we have made a class name Snake .In which the variables are:**

**char M[20][60]; int past[1000][2]; int len**

**int pastCounter; int direction;int apples; int score; int quit;**

**A matrix of size 20x60 is the main matrix which is used to print the actual condition of the matrix or play board ;**

**Another matrix of size 1000x2 is used to know the last visited point of the snake and with the direction i.e. x-axis or y-axis;**

**In the game we have used these many functions:**

**show();//to print the matrix current form;**

**check();//to get the direction key pressed;**

**directionn();//to move the snake in given direction;**

**reset();//to print boundary and apples;**

**move();//condition for quit and no. of apples left;**

**quit();//for quit the game;**

**we have include some header files of some pupose:**

**iostream://cout,cin;**

**cstdlib://rand() to generate random numbers;**

**windows.h//system();sleep()**

**A picture of game; //\*----------------\*/**

