

# SNAKE Ascii Game

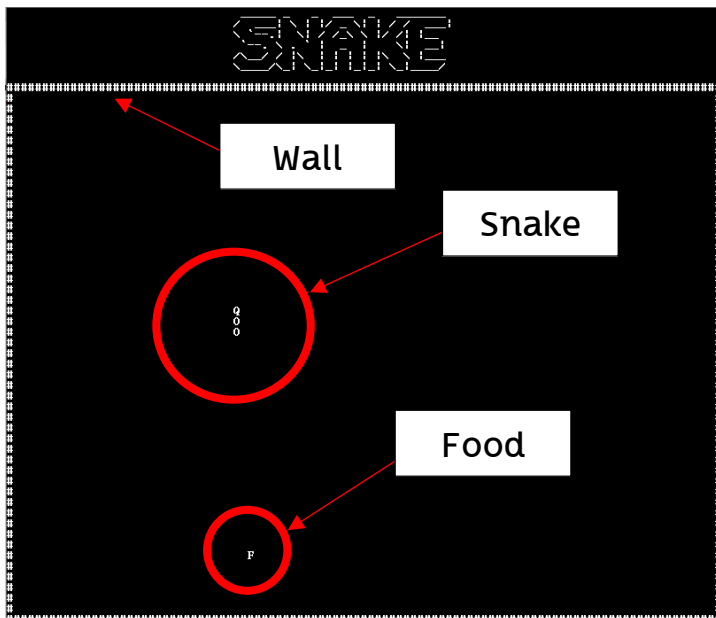
This game has 5 status that is

```
please enter "snake": snake
```

Status 0: This status is waiting for user input that is implementing by polling method, you must type “snake” for playing SNAKE Ascii Game and status will be 1. If not, “please enter “snake” will show.

```
Do you want to play SNAKE?: y
```

Status 1: This status is waiting for user input that is implementing by polling method, you must type “y” or “Y” for accepting a question and status will be 2. If not, you must go to type “snake” again.



Status 2



Status 3, 4

Status 2: This status is IN GAME status, you can control the snake with ↑ ↓ ← → button on your keyboard. In status 2 is implementing by interrupt receive and poll transmit.

Status 3: When you lose the game with any reason (snake eat their body, collide with the wall), the program is in status 3 suddenly. The program is display Game Over and give you an information for trying to play and status will be 4.

Status 4: This status is waiting for user input that is implementing by polling method, you must hold q button to play SNAKE Ascii Game again and status will be 2.