

Project Proposal :
Implement a Snake Game using OpenGL .

Prepared by:
Team Phoenix

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0.1 Group Details

Team Phoenix



Figure 1: Rise from your own ashes like phoenix bird

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0.2 Game idea

Name of the game: Implement a snake game

Technologies Used : C++ language and OpenGL

Game idea : This is a classic game which we found in Nokia 5110 phones years ago. In here,snake finds out to eat food on the sheet by turning here and there. When the snake eats food snake's size become longer. When we are playing the game we have to be careful about walls in the edges because when we hit on walls we lose the game. As well as when the snake head will hit on its body, it will become a reason to lose on the game. We can use arrows keys to turn around the sheet. When the snake eats food suddenly another food will be arise on the sheet. The game is over when the snake hits on somewhere which described in above. In here we put a start(new game),a restart(continue) and an exit(quit) buttons on the tool bar.

Deliverables:At the end the scores of the game are shown on the dashboard. The highscore and the gamers' score both will be shown here.

Objectives:To develop our coding skills.

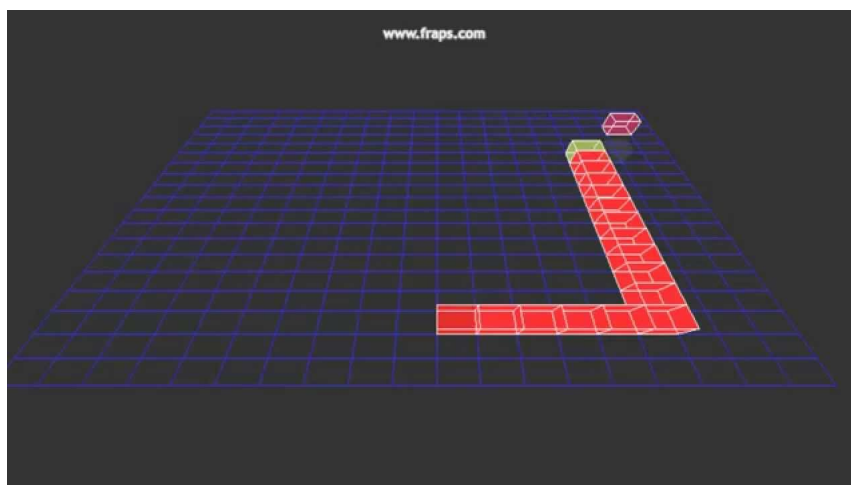


Figure 2: intermediate step in the game