

SNAKE GAME PROJECT SCREEN SHOTS

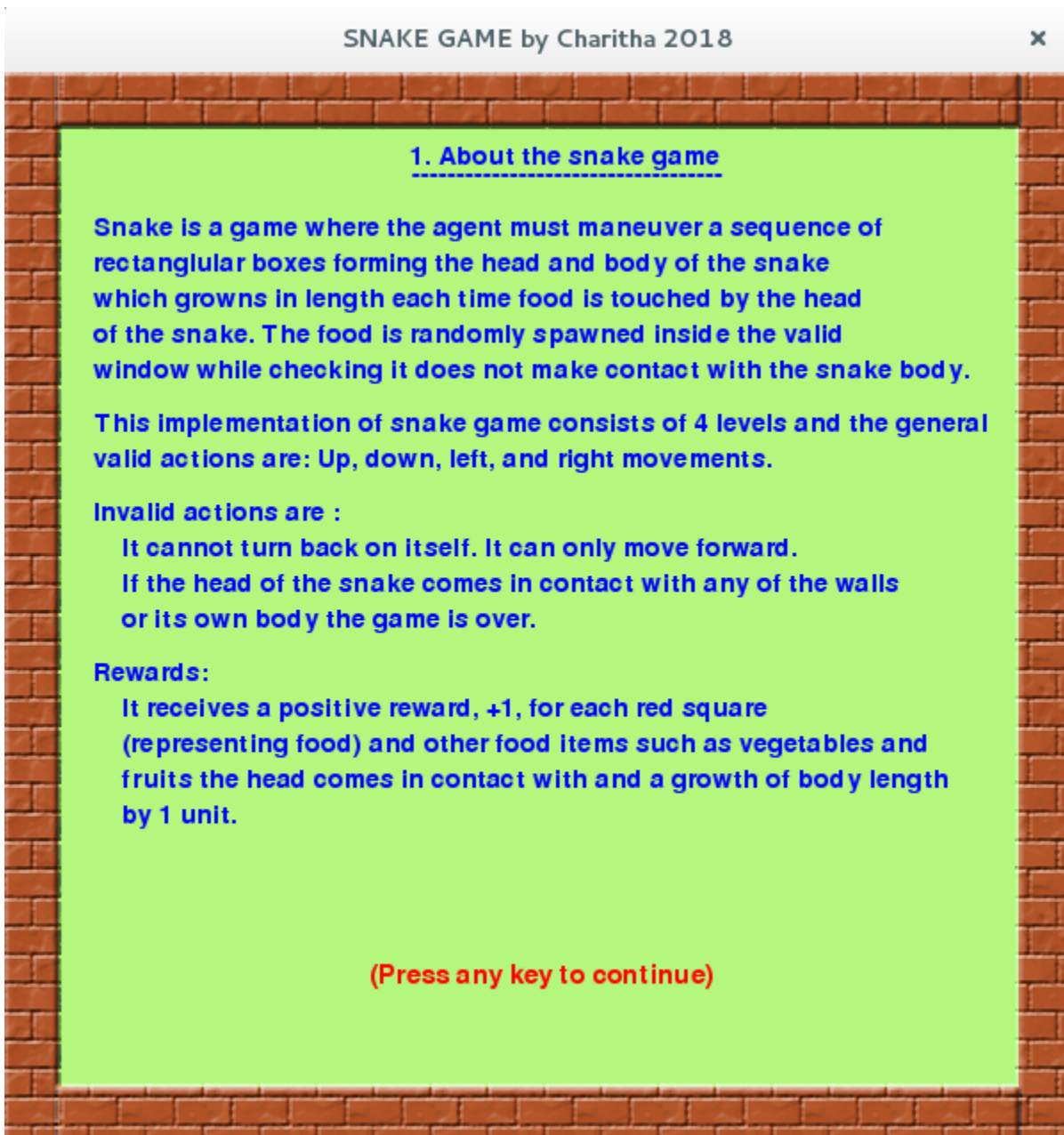
1. WELCOME SCREEN



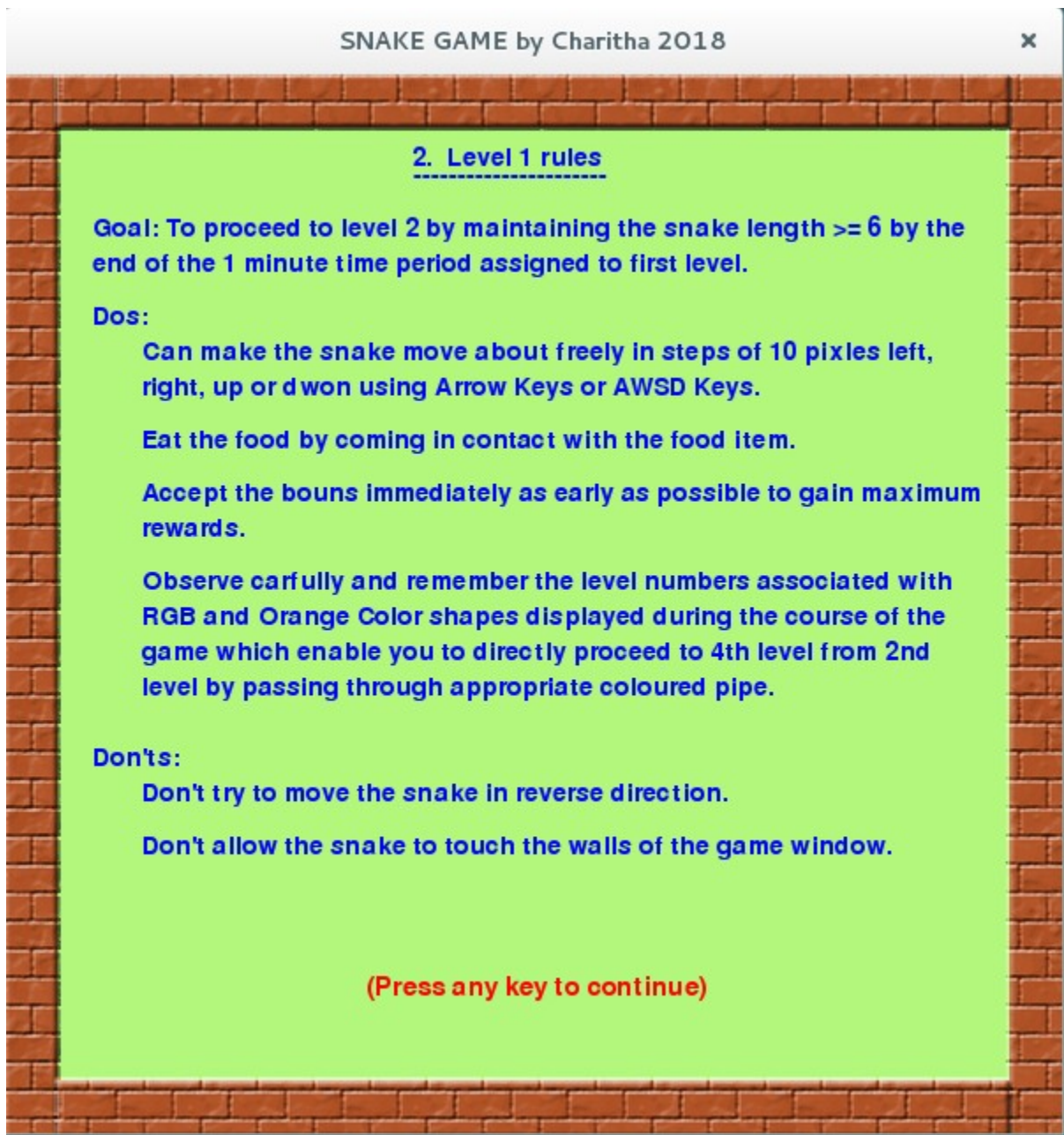
2. SNAKE GAME MENU



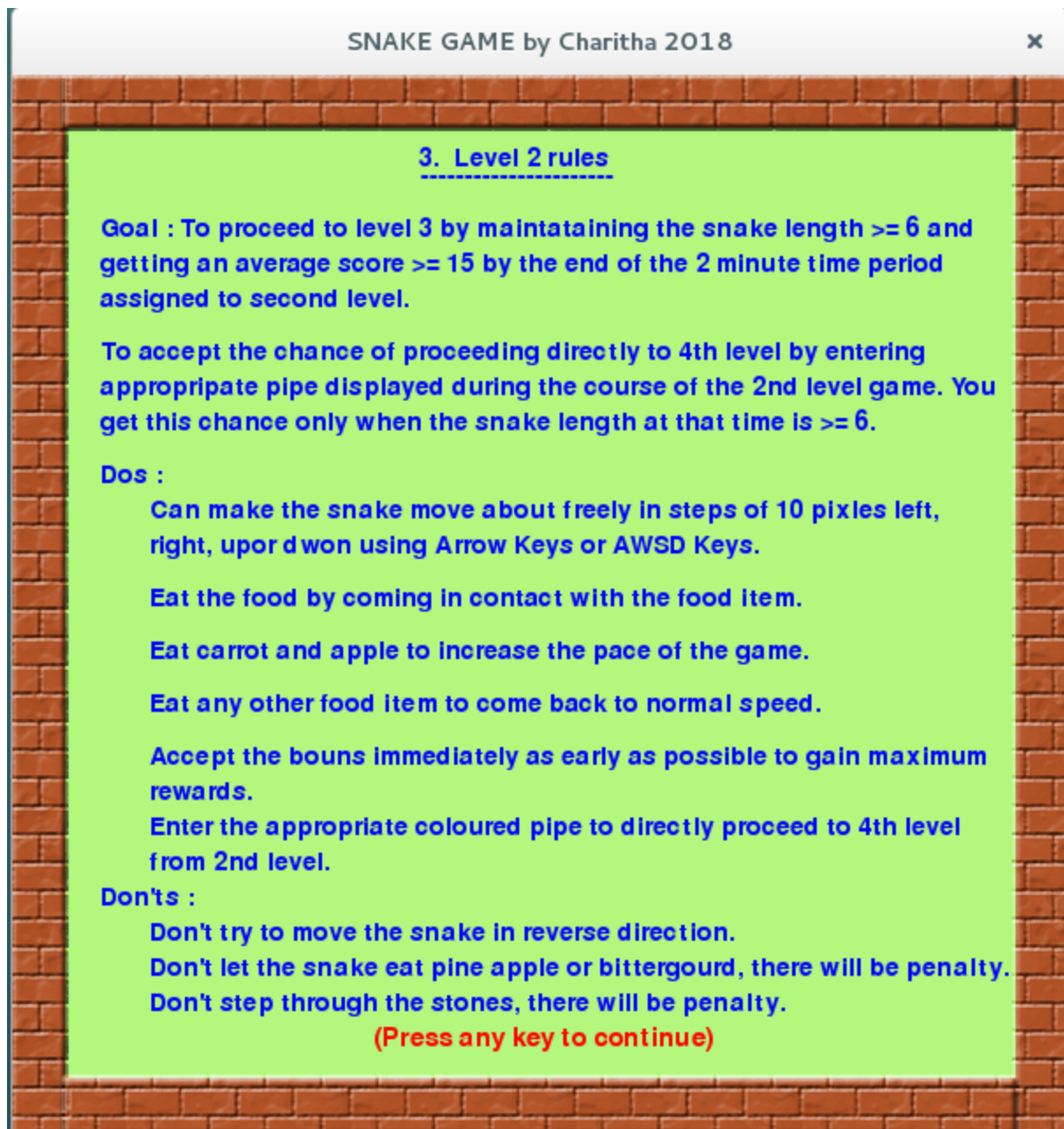
3. ABOUT THE GAME



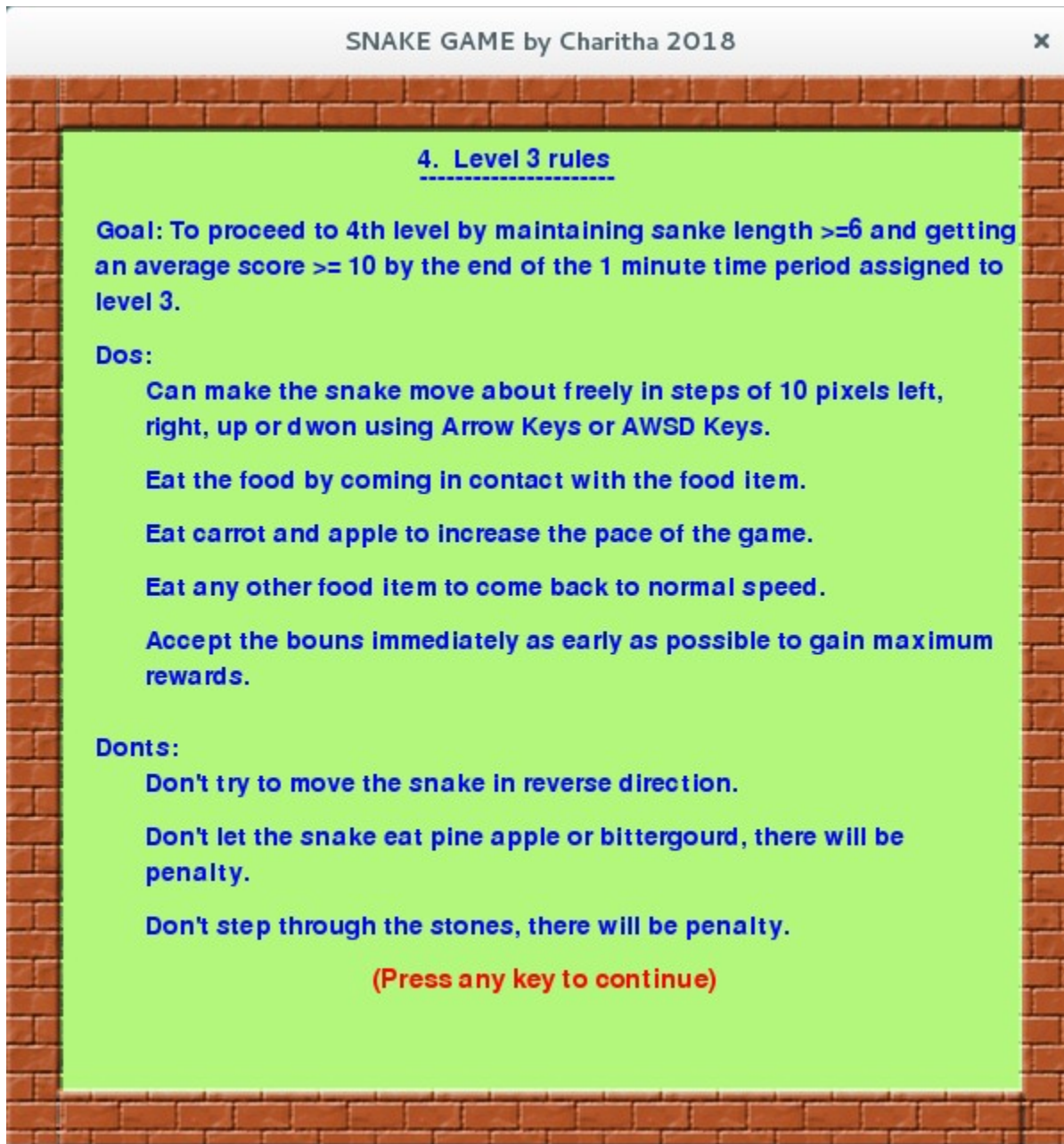
4. LEVEL-1 RULES



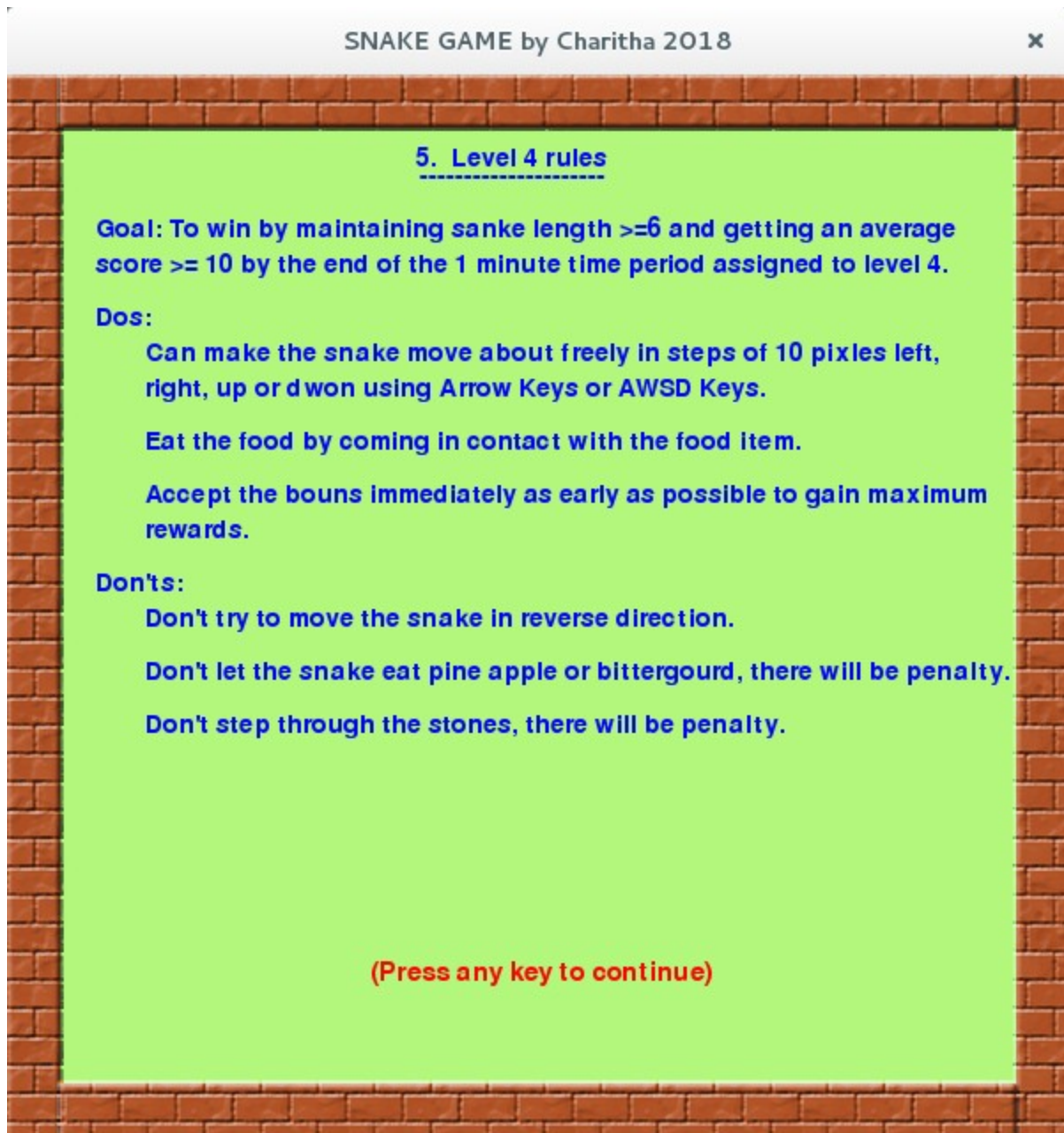
5. LEVEL-2 RULES



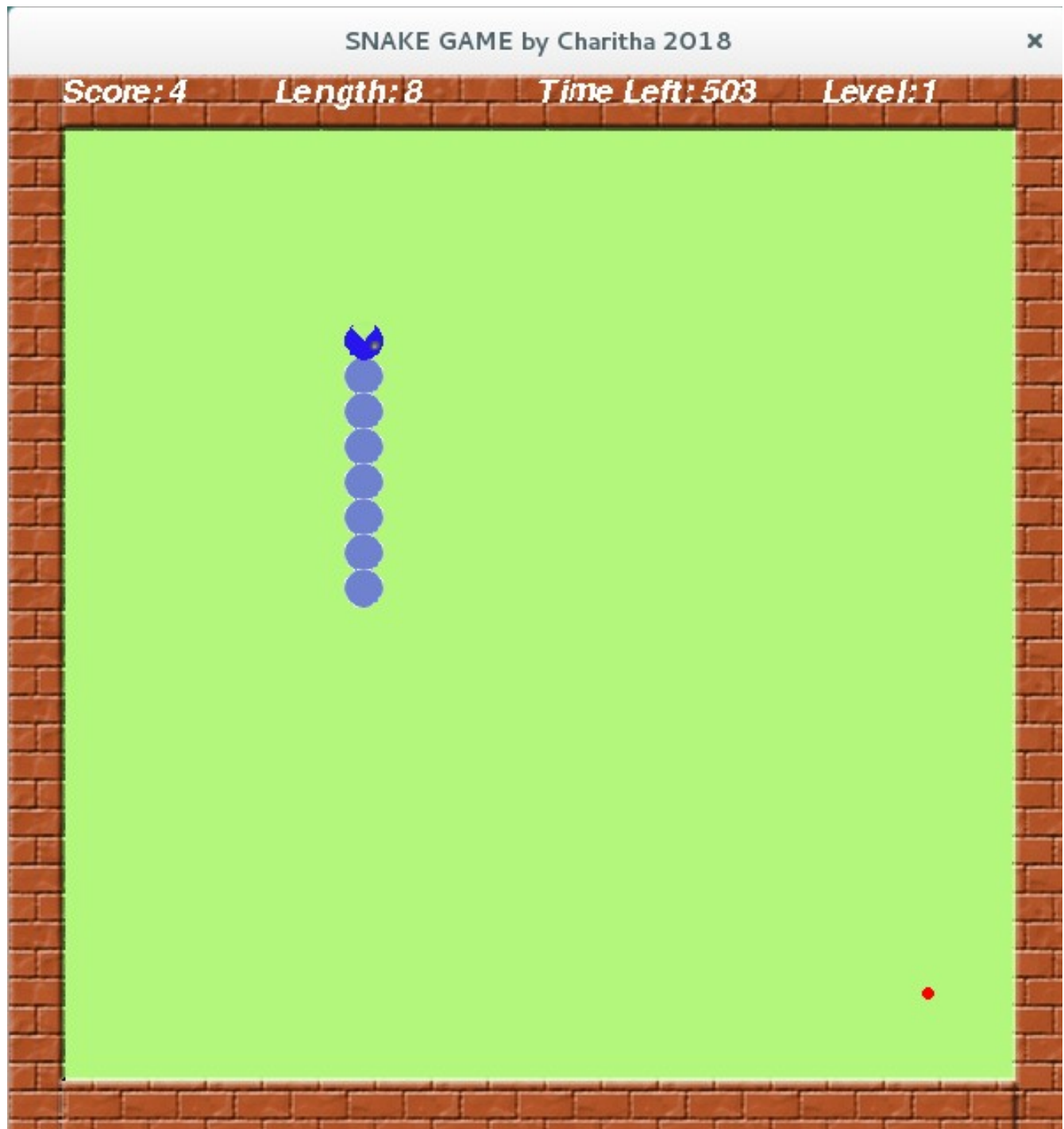
6. LEVEL-3 RULES



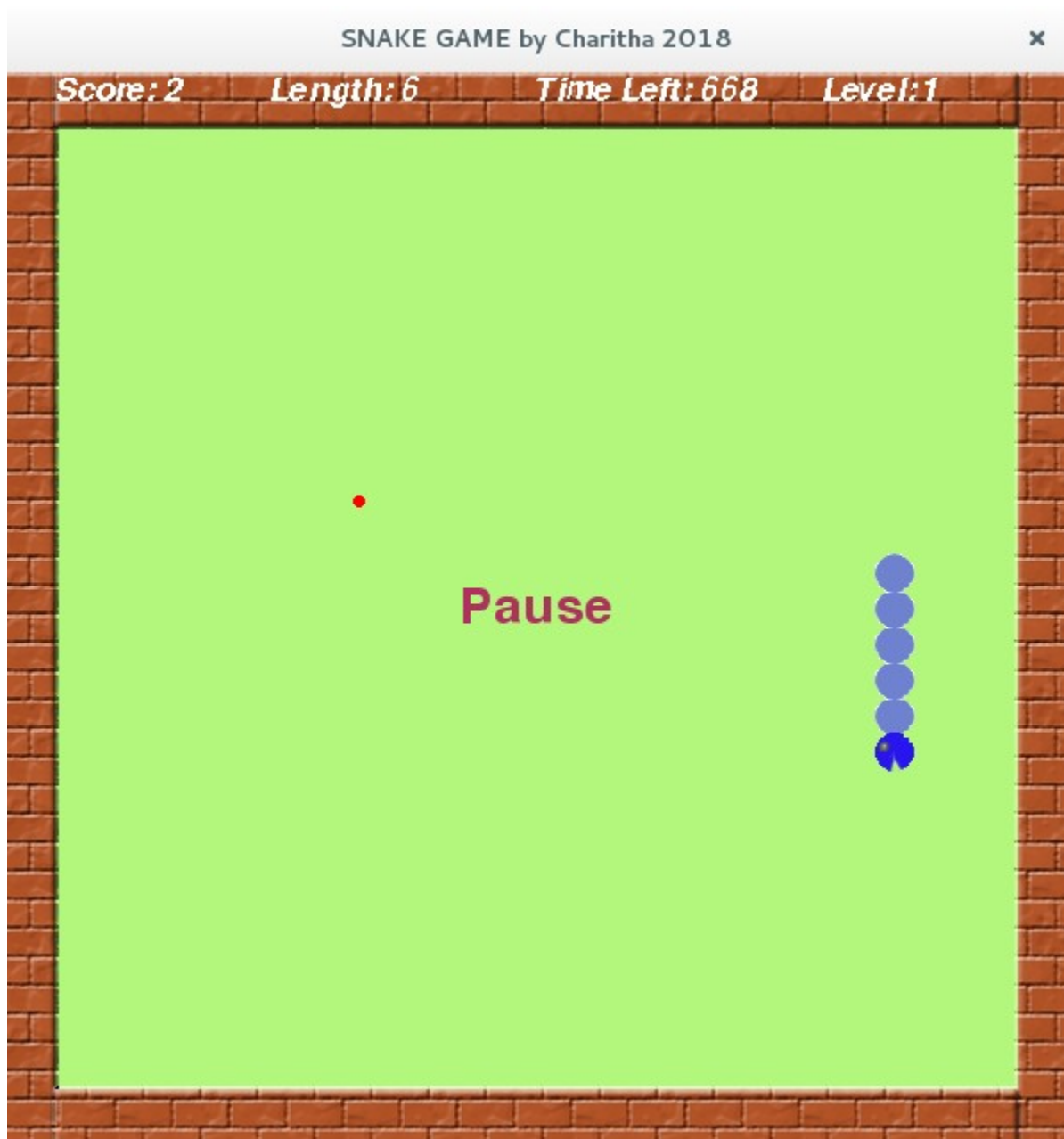
7. LEVEL-4 RULES



8. LEVEL-1 GAME WINDOW



9. LEVEL-1 GAME WINDOW (PAUSING THE GAME WITH KEY-P)



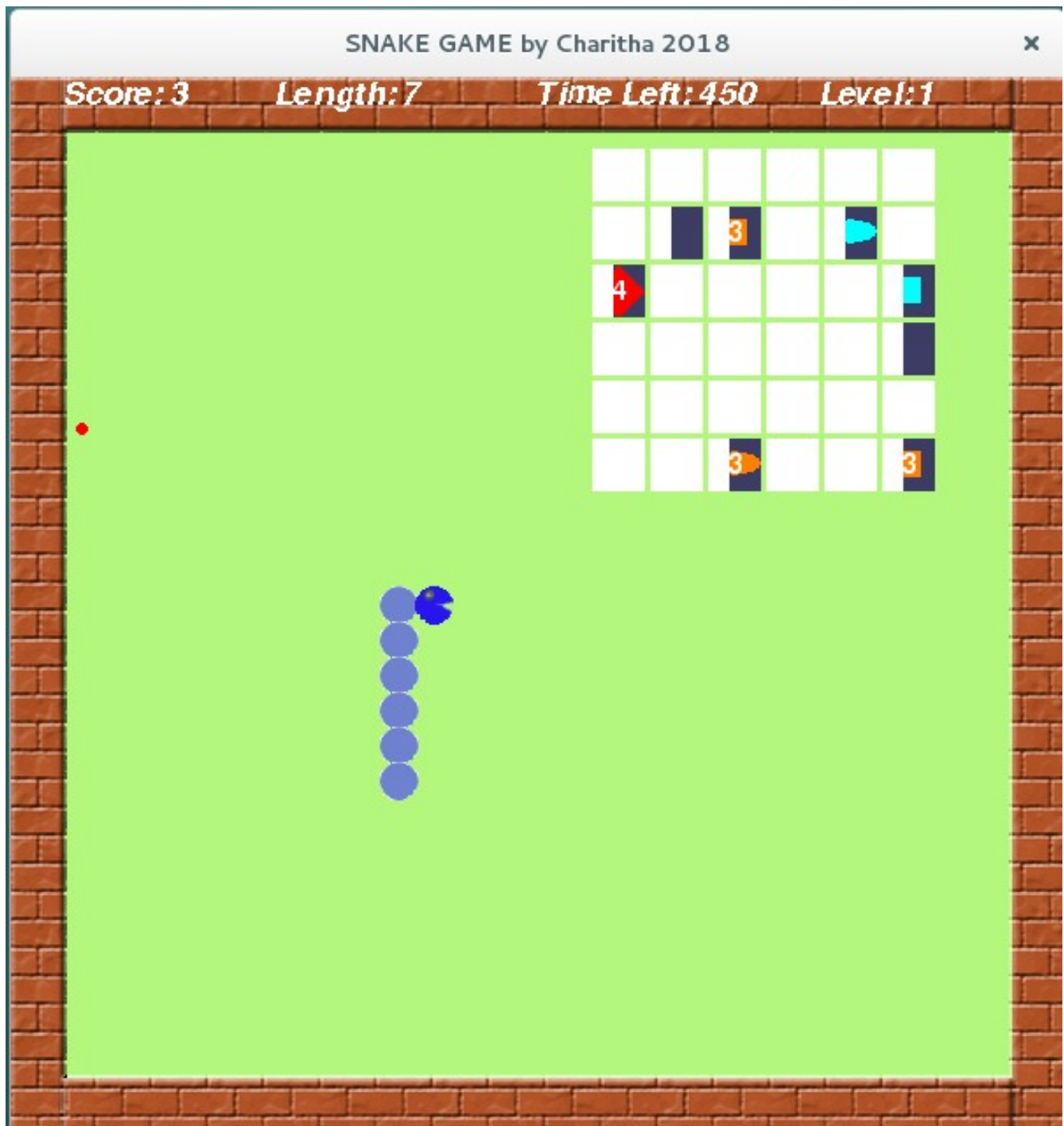
10. CRASH IN LEVEL-1 GAME DUE TO SNAKE TOUCHING ITS OWN BODY



11. LEVEL-1 : CHANCE TO RESTART THE GAME



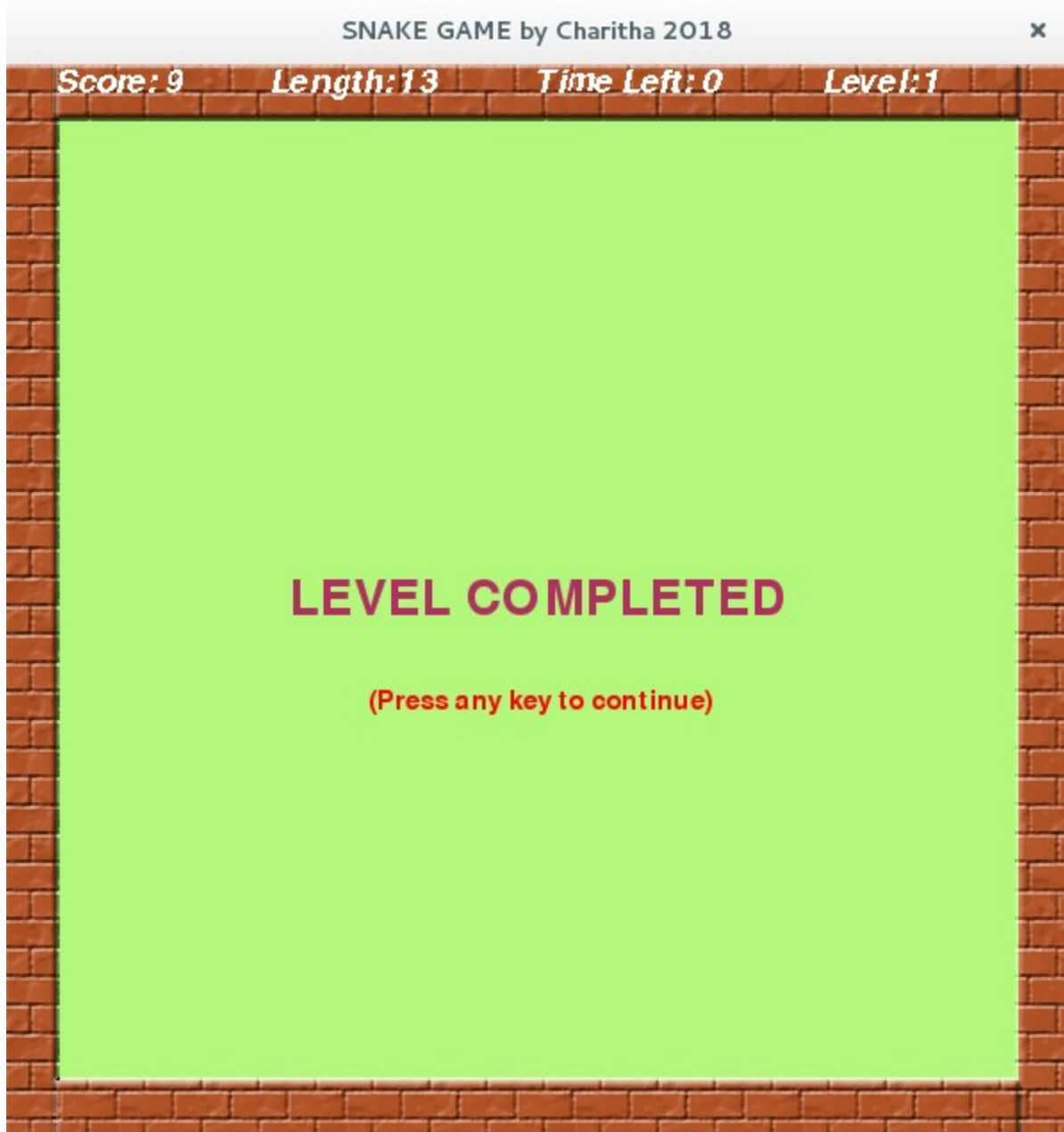
12. LEVEL-1 : DISPLAY OF MEMORY BOX AT THE TIME WHEN 450 SECONDS ARE LEFT



13. LEVEL-1 : DISPLAY OF TOP 10 SCORES FROM ONLINE MYSQL DATABASE



14. LEVEL-1 : LEVEL COMPLETED MESSAGE



15. LEVEL-1 : PROCEED TO NEXT LEVEL MESSAGE



16. LEVEL-2 : LEVEL TIMEOUT MESSAGE



17. LEVEL-2 : GAME RUNNING



18. LEVEL-2 : OPPORTUNITY TAKEN TO MOVE TO 3RD LEVEL EVEN BEFORE THE LEVEL 2 TIME IS OVER BY ENTERING THE PIPE (In this instance of the level of the game blue pipe corresponds to level 3)



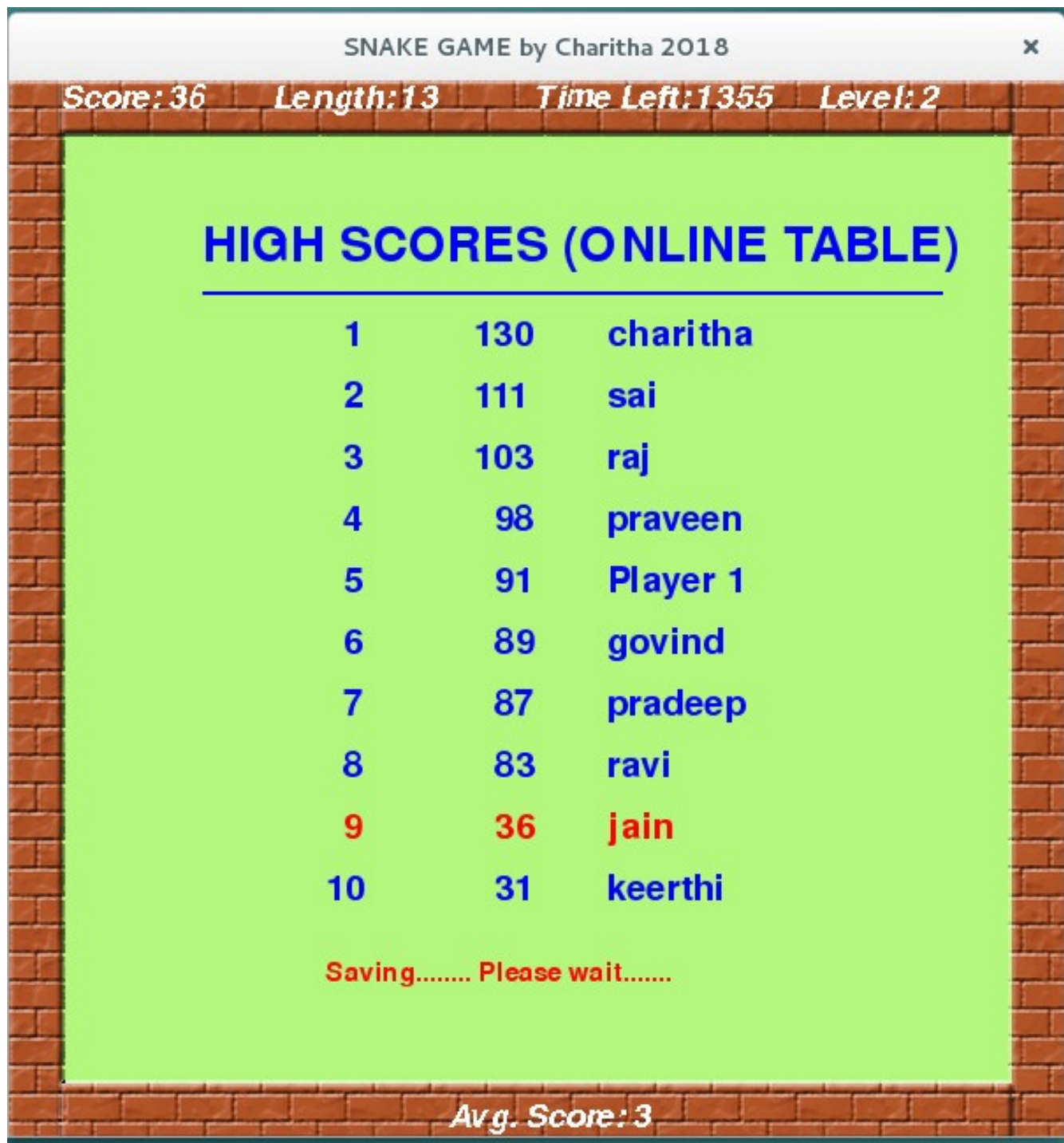
19. LEVEL-2 : PROMPT FOR ENTERING NAME OF TH PLAYER (TOP 10 HIGH SCORES)



20. LEVEL-2 : AFTER THE NAME OF THE PLAYER IS ENTERED BEFORE ENTER IS PRESSED



21. LEVEL-2 : ILLUSTRATION OF SAVING MESSAGE AFTER NAME IS ENTERED



22. LEVEL-3 : GAME STARTED



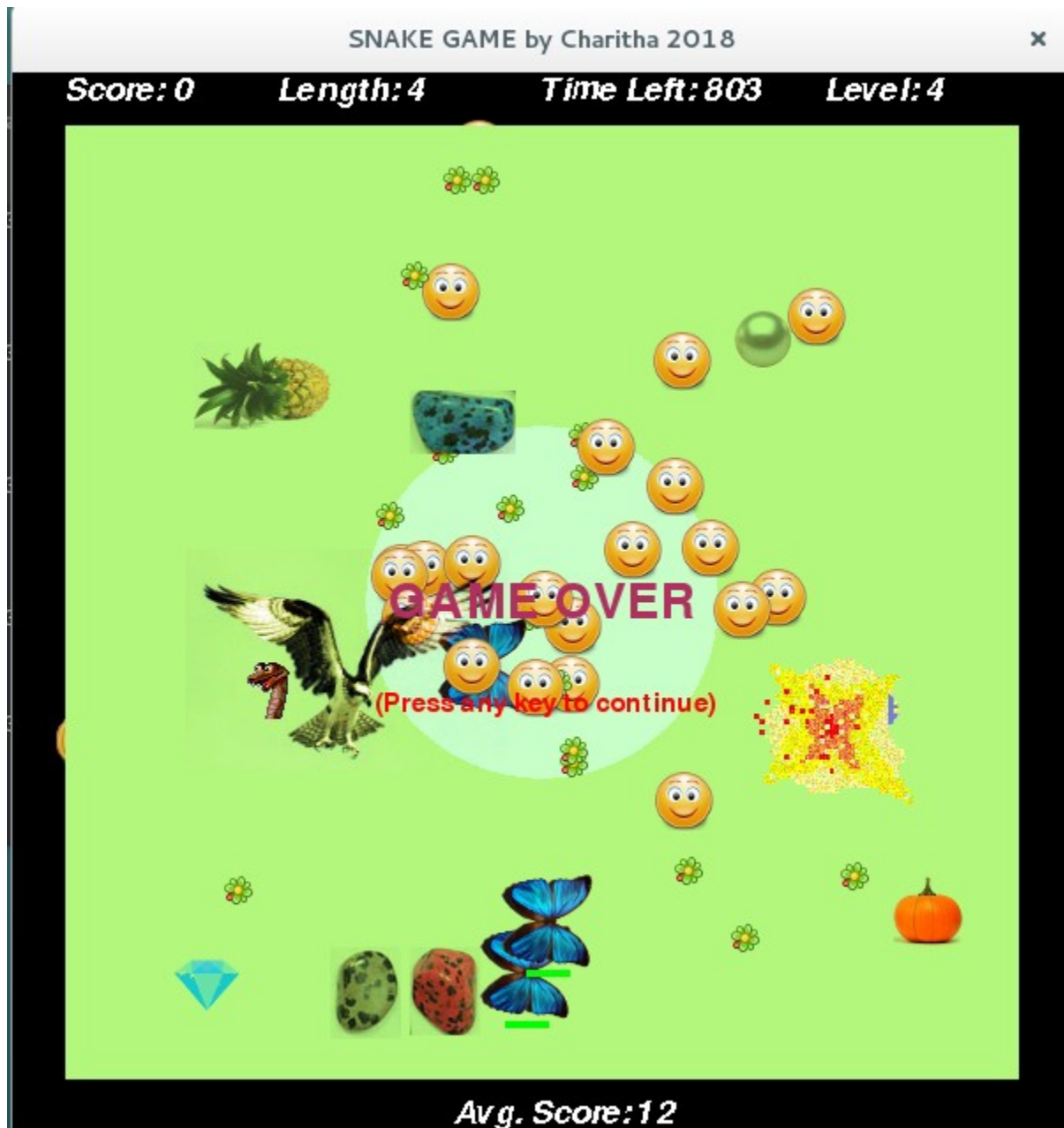
23. LEVEL-3 : GAME COMPLETED MESSAGE



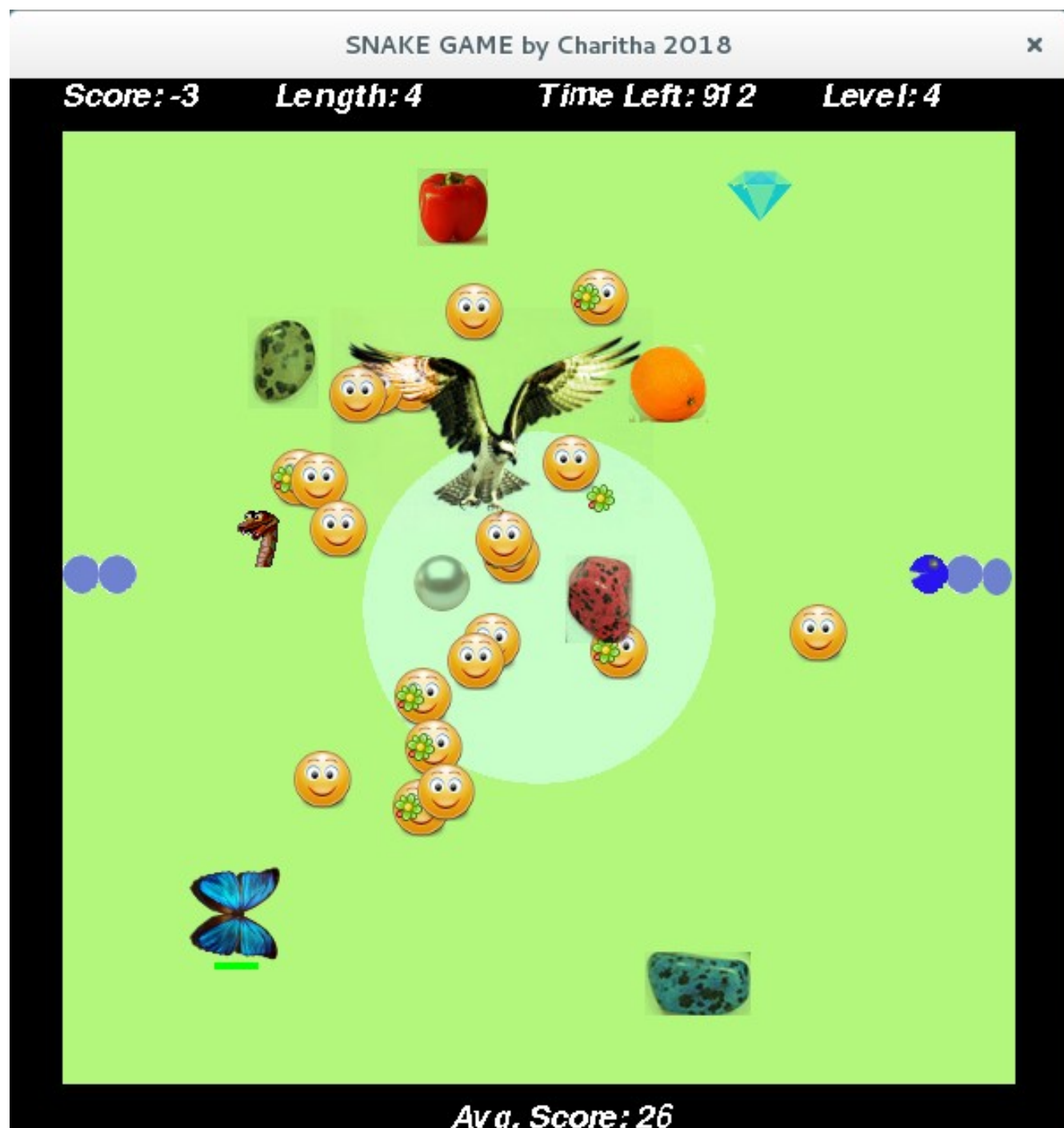
24. LEVEL-3 : PROCEED TO NEXT LEVEL PROMPT



25. LEVEL-4 : GAME OVER MESSAGE DUE TO CRASH (SNAKE TOUCHING ITS BODY)



26. LEVEL-4 : RERUNNING OF LEVEL-4 GAME



27. LEVEL-4 : LEVEL TIMEOUT MESSAGE



28. LEVEL-4 : GAME WINNING MESSAGE



29. LEVEL-4 : DISPLAY OF TOP TEN SCORES

SNAKE GAME by Charitha 2018


Score: 23 Length: 6 Time Left: 0 Level: 4

HIGH SCORES (ONLINE TABLE)

1	130	charitha
2	111	sai
3	103	raj
4	98	praveen
5	91	Player 1
6	89	govind
7	87	pradeep
8	83	ravi
9	31	keerthi
10	26	liran

(Press any key to continue)

Avg. Score: 17

The image shows a screenshot of a game window titled "SNAKE GAME by Charitha 2018". At the top, it displays game statistics: "Score: 23", "Length: 6", "Time Left: 0", and "Level: 4". The main area has a light green background with a black border. In the center, a "HIGH SCORES (ONLINE TABLE)" is displayed. The table lists the top 10 players with their rank, score, and name. The names are: charitha (130), sai (111), raj (103), praveen (98), Player 1 (91), govind (89), pradeep (87), ravi (83), keerthi (31), and liran (26). The table is decorated with various icons: orange smiley faces, blue butterflies, and small green flowers. At the bottom of the table area, there is a red text prompt "(Press any key to continue)". Below the game area, the "Avg. Score: 17" is shown in a stylized font.

30. LEVEL-4 : DISPLAY OF SCORES SUMMERY OF THE WINNER



31. WINNER IS PROMPTED TO PLAY AGAIN

