Snake game

# Background:

This is a game that has firmly established itself as a classic and one that people from all over the world can enjoy playing and grasp the concepts very easily due to the simplicity of it. There are many variations of this game already, but this project is going to contain features you may not find elsewhere.

# Aims and objective:

This project aims to develop a Snake game. It will use C# ASP (Visual studio). The game will:

* Allow users to change the settings of the game such as, speed of snake and ability to travel through walls.
* Store the top 10 scores in each difficulty setting (easy, medium, hard) in a database.
* Allow user to control the snake and make it grow in length as they guide it in the path of randomly appearing objects.
* Allow user to navigate between different pages such as setting and scoreboard.

# Plan:

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| **Week** | **From** | **Description** |
| 1 | 4 Feb | Prepare proposal |
| 2 | 11 Feb | **Submit proposal** |
| 3 | 18 Feb | Receive feedback on proposal  **Proposal approval** |
| 4 | 25 Feb | Analise other similar games for ideas, speak to target users  Initial specification |
| 5 | 4 Mar | Design user interface |
| 6 | 11 Mar | Research how to get the core functionality working and what it entails |
| 7 | 18 Mar | Phase 1 – Allow user to navigate between pages |
| 8 | 25 Mar | Phase 2 – Get snake and randomly appearing object inside the game space. |
| 9 | 1 Apr | Phase 3 – Allow user to control the snake |
| 10 | 8 Apr | Phase 4 – Get the gameplay functioning correctly (as described above) |
| 11 | 15 Apr | Phase 5 – Implement different difficulty levels and allow user to select them and turn walls on or off |
| 12 | 22 Apr | Phase 6 – Create a database to store top 10 scores (of each difficulty level) |
| 13 | 29 Apr | Verification – Unit Testing Validation – User Testing  Software Modification if required |
| 14 | 6 May | Write Project Report  **Submit Project Report** (9th May) |
| 15 | 13 May | Demonstration |