

Game: Snake

Game Description: The player's goal is to grow the snake to the largest size possible without dying. The snake grows when it eats the fruits that appear during the game. After eating three fruits, the player can destroy an obstacle. The player can move in all directions (up, down, left, right) and can't collide with an obstacle or himself, which will cause him to die.

Mouse: The player can left click on the obstacles to destroy them.

Keyboard: The player can press the arrow keys or WASD to move the snake.

Timer: The player gets faster as the game goes on.

Video Card in graphics mode: Display the game on the screen.

Serial Port: The new player can place bombs/obstacles on the map.

1st Week	Draw the snake and the obstacles (Graphics)
2nd Week	Implement the snake's movement and the collisions (Keyboard)
3rd Week	Implement obstacle destruction and snake's acceleration (Mouse and Timer)
4th Week	Implement multiplayer (Serial Port)