

2023 – Lab Exam 01 Report

Student ID	IT22135384
Batch	Y2.S2.WD.IT.07.02
Marks	
1. Code Quality and Organization (2 Points)	
2. Functionality (4 Points)	
3. Creativity and User Interface Design (2 Points)	
4. Performance and Stability (2 Point)	
Total: 10 Marks	
Evaluator	

Description:

This application is a classic game Snake developed for Android. Here's a brief description of its functionality and features:

Gameplay: The game involves controlling a snake that moves around a game board, eating food (represented by a meat image) to grow longer. The player controls the direction of the snake's movement using on-screen buttons.

Scoring: The player earns points each time the snake eats food. The score is displayed on the screen, and it increases with each successful food consumption.

Game Over: The game ends if the snake collides with the game board's borders or itself. When the game ends, the player's final score is displayed.

User Interface: The game features a user interface with buttons for controlling the snake's movement (up, down, left, right), a pause button to pause the game, and buttons to start a new game or resume a paused game.

Edge-to-Edge Display: The game utilizes the edge-to-edge display feature, which allows it to make full use of the screen real estate on compatible devices.

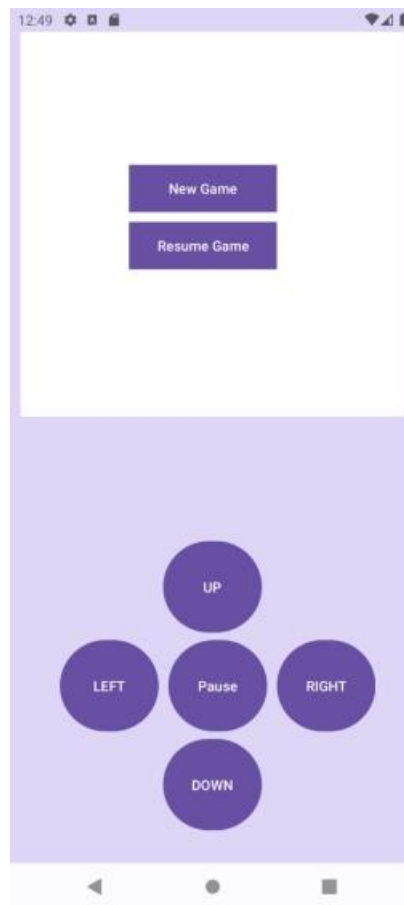
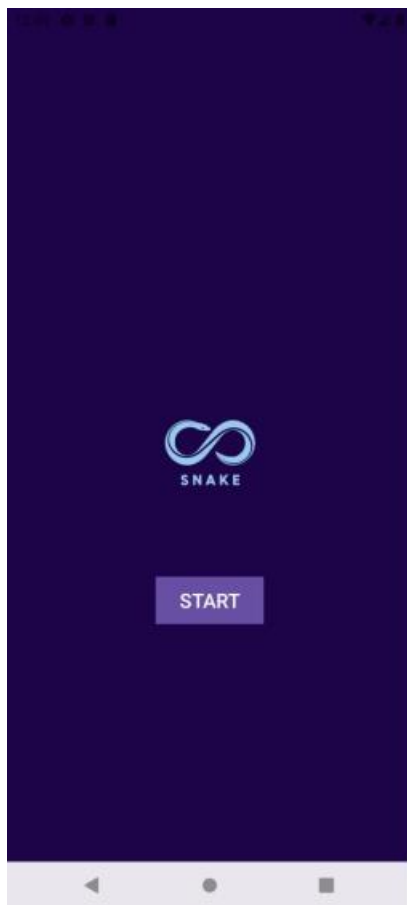
Persistent High Score: Although currently commented out in the code, there is functionality to track and display the player's high score across multiple sessions using SharedPreferences.

Overall, this application provides a fun and engaging gaming experience reminiscent of the classic Snake game, with modern features and UI elements designed for Android devices.

Instructions:

- Upon launching the application, the main menu is displayed with a start button.
- Clicking the start button transitions to the game screen.
- On the game screen, use the directional buttons (up, down, left, and right) to control the snake's movement.
- Avoid collisions with the borders of the game board or the snake itself.
- Collect food items (meat) to increase the length of the snake and score points.
- The game ends when the snake collides with a border or itself.
- After the game ends, the player can choose to start a new game or resume the current game.
- The player's score is displayed at the end of each game.

Screenshots:



2023 – Lab Exam 01 Report

