

<https://github.com/emircrn/EZSnake.git>

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### 1. Project Purpose

This complex purpose is to make the classic snake game playable using JavaFX and to choose a system where users can see their personal entries and their own scores. I made this project both for fun and to learn how to develop games in Java.

### 2. Technologies Used

- Java (JavaFX file)
- Simple file operations (user registration and scores with users.txt)
- GitHub to share the project

### 3. Project Features

- User Login and Registration: Users can log in or create a new account before logging in. Log in with password and username.
- Score System: Each person's own highest (high score) score is kept and displayed.
- Snake Game: We control the snake with the arrow keys. Snakes whose bait grows grow and their scores increase. The game ends when they hit the wall or themselves. The snake speeds up when the arrow key is pressed for a long time.
- User Interface: The login screen, menu and game screen were made with JavaFX. Before the game starts and after the game ends, informative messages appear on the screen.

### 4. User Experience

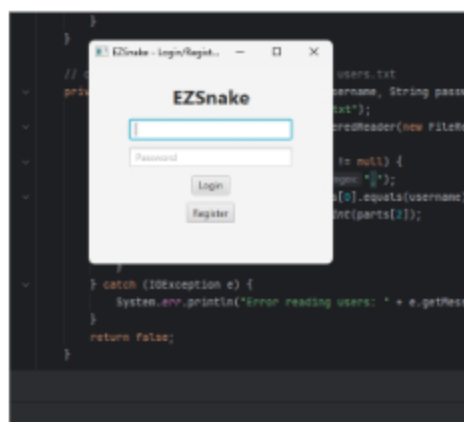
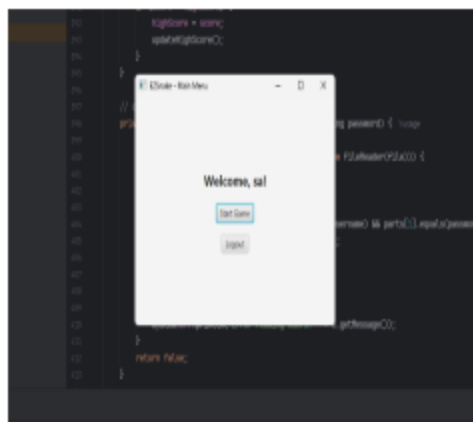
- When you first open, you can log in or register with your username and password.
- When you log in, the main menu appears, from where you can start or exit the game.
- During the game, the scores are recorded on the screen.
- When you finish the game, there are options to restart, change users or exit.

### 5. Code Structure and Files

- EZSnake.java: All game and user system codes are here.
- users.txt: User names, passwords and scores are kept here.

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Feature	Successfully realized (Yes or No)	Source code file names
Basic functionality	YES	main() start() update() draw()
Authentication	YES	authenticateUser(), registerUser()
File processing	YES	updateHighScore(), loadHighScore()
Additional features (if any):		
1st Additional feature	Snake movement	AnimationTimer handle()
2nd Additional feature	Background design	draw()
.....		



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