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| **SMESTER** | | | **SPRING** | **BSCS-3B** | | **2021** |
| **TITLE OF PROJECT** | | | | | | |
| **Snakes Game** | | | | | | |
| **Group Members** | | | | | | |
| **S#** | **Student(s) Name** | | | | **Registration Number** | |
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| **EXECUTIVE SUMMARY OF PROJECT PROPOSAL** | | | | | | |
| The objective of this program is to create a game application which can hold the player's record and organize them in a sorted order. The game requires the players to assess their surroundings and find the quickest or safest route to a point. This is an excellent game to learn about the Two-Dimensional awareness and plan of your next move. When using the game application, the players will be prompted to enter their name after which game will proceed further. Upon losing, the player's score will be stored in a ".txt" file and will be sorted using a sorting algorithm. In the end a list of high scores will be printed on the screen. | | | | | | |
| **PROJECT PURPOSE, SCOPE AND OBJECTIVES** | | | | | | |
| The Snake game project is made for entertainment and brain-improving purposes. It enables the players to spend their free time casually by playing the low spec game on their system. The game provides the access to a file which stores the records of players who have played the game and can view all records within the game application. Snake is a classic game that requires players to assess their surroundings and find the quickest or safest route to the food. This is an excellent opportunity to learn about surroundings and plan to your next move.  The classic game is infamous for using your own success against you when you become so long that you get in your own way. Whilst many games and activities can teach your child about vital life skills, there are not many that would educate on long term strategic planning.  As many parents will know, it can be extremely frustrating to reach such a high level and then lose as you crash into your own body. The game requires patience to grow and a cool head once you inevitably lose.  Snake game is a tool that can be used as an educational helping hand. One of the important parts of learning is that you will never get something right the first time. Snake game teaches children that practice makes perfect when it comes to learning new skills.  The main work is to write a snake game using C++ programming language. Player must respond to the snakes’ movements by controlling it with keyboard keys (UP, DOWN, LEFT, RIGHT) to eat the food. Each object eaten will prolong the snake's length. | | | | | | |
| **PROJECT DESCRIPTION** | | | | | | |
| The sole purpose of the project is to provide entertainment to the users by providing a well optimized and user friendly low powered game and record their data by creating a fully automated system which will make it a lot easier to store and retrieve data of users. The system will firstly ask the users to insert their name to store their score. User will have to collect as many foods as they can to make their name reach the high score list. The players must avoid colliding to the walls upon which the game will be over. The project will also sort the high score record on the users according to the highest scores and then print the list at the end and store it in a “.txt” file. | | | | | | |
| **TEAM PROFILE** | | | | | | |
| 1. **Muhammad Nawfal Burhan** 2. **STRENGTH**   programming, presentation, decision making, solving complex problems, creative thinking, time management, documentation, file handling, flow chart.   1. **QUALIFICATIONS** 2. **Matriculation:** Bai Virbaiji Soparivala Parsi High School with major of science general 3. **Intermediate:** Aga Khan Higher Secondary School, Karachi with major in Pre-Engineering 4. **Fatima Butt** 5. **STRENGTH**   programming, solving complex problems, decision making, debugging skills, file handling, flow chart.   1. **QUALIFICATIONS** 2. **Matriculation:** AES School for Girls with major of science general 3. **Intermediate:** Aga Khan Higher Secondary School, Karachi with major of computer science | | | | | | |
| **ASSUMPTIONS AND CONSTRAINTS** | | | | | | |
| * The current system is for one time use only as users cannot save their progress online once it is lost. * Verifications regarding e-mail or passwords are not asked in the program. * The current system is created keeping in mind that the current system is not online which means the user can avail the system only by physically going to the required place and filling it. * The security of the system is not professional as system should not be left unattended. | | | | | | |