

## Snake and Ball Game

Specification of the game :-

1. Layout must include snake with size four unit, ball and four buttons for directions. All components must be clearly visible.
2. Ball should be placed at random position initially.
3. Once the ball is grabbed by the snake, the size of the snake should be incremented by one unit and the score should increase by 10 units.
4. End of the Game must take place once the snake head touches the boundary wall.
5. Calculate game score continually. Once the score reaches 100 increase the level of game. In the centre of the screen display “+” symbol with height  $\text{maxy}/2$  and width  $\text{maxx}/2$ . If the snake touches this “+” structure the game is over.

Use the knowledge of HTML, CSS, JavaScript and jQuery