SNAKE.io

21K-4904 Hatim

21K-4658 Zehra Fatima

**Goal:**

Keep eating to increase in length and achieve the highest score.

**Description:**

This game is based on a hungry snake that increases in length slowly. The user starts as a small worm and then tries to get bigger by eating the way through each level. User would also be able to move in forward, left, and right directions. The food for the snake would be shaped as dots on the screen that will be generated randomly. Also, there would be bombs that would spawn to kill the snake.

The game reaches an end if:

* + The snake touches its own body
  + The snake collides with the boundary
  + The snake encounters a bomb

**Language to be used:**

The language used will be assembly language and for the IDE Visual Studio will primarily be used.