**This assignment will be done in a pair of 2 students, or you can do it individually.**

**Deadline: April 2, 2025**

**Coal BDS Spring 2025**

**Project (marks 50)**

The objective of this project is to design and implement the classic **Snake Game** using **Assembly Language** for the **8088 platform**. The game will run in text mode or graphics mode (depending on system and emulator capabilities) and will allow the player to control a snake that moves around the screen, consuming food and growing while avoiding collisions with the walls or itself.

This project demonstrates direct memory manipulation, interrupt handling, real-time keyboard input, and game loop logic.

**Key Features:**

* Snake movement using arrow keys (↑ ↓ ← →)
* Random food generation on the screen
* Score tracking system
* Game over conditions (collision with wall or self)
* Restart or exit option after game over