SYNOPSIS

* There is a new Xenzia Game in town, it is not the ordinary one you would find in Nokia mobile phones.
* The story is in line with the original game of course, that the snake gets longer as it feeds on the fruit and dies if it eats itself.
* However, there is a twist here, after every 10 seconds a piece of wall appears on the screen and if the snake collides with it, then the game is over.
* There is usually one type of fruit in the ordinary game, whereas in our game there will be two types of fruits and each will increase its length by different amounts.
* Eating an apple will increase the length of the snake by 1 bit and eating a grape will increase its length by 2 bits.
* If a player can play the game for more than 3 minutes then it will be a victory otherwise the player will lose.
* One additional feature, which will make the game more fun is that, if the snake does not eat the fruit, then its size will start to shrink bit by bit and it will get to its initial size.
* These additional features will enhance the snake game by making it even more challenging than ever.