Snake game planning

# Features

* Snake moves in 4 directions
* Snake grows when eating food
* Snake dies (game ends) upon collision
  + Collision with wall
  + Collision with self
* Restart option
* Game statistics
* Scoreboard with high score tracking
* Pause/resume feature
* Sound effects

# References

Snake dying sound effect (src/main/resources/snake\_dying.mp3): <https://www.youtube.com/watch?v=3w-2gUSus34>

Snake eating sound effect (src/main/resources/snake\_eating.mp3): <https://www.youtube.com/watch?v=Fiaf796kieI>

Menu soundtrack (src\main\resources\menu\_soundtrack.mp3): <https://www.youtube.com/watch?v=EuVTt-M3IXo>

Snake GUI images (src\main\resources\snake\_ingame.png, src\main\resources\snake\_starBackground.png, src\main\resources\menu\_background.png): Generated by ChatGPT April 26, 2025

# Progress

April 24, 2025

Initialize game, start coding Snake actions, start coding Apple actions

April 25, 2025

Complete coding game logic. Begin game GUI

April 26, 2025

Complete snake game GUI. Add sound effects

April 27, 2025

Add main menu soundtrack, top score tracking, created new classes for scores (it looks nicer). Complete Snake.