Title: Mr.Silly Snake

Details:

Using the midpoint line drawing algorithm, we will create a border. Crashing into the border will result in game over.

The body of the snake will be also created using the midpoint line drawing algorithm.

There will be gems like rewards which will generate at random positions, the gems will be created using the circle drawing algorithm.

The Score will be kept track of, in the terminal window.

There will be an exit button to quit the game, a pause button to pause it and a restart button to restart the game as well. (created using the midpoint line drawing algorithm)

There will be blocks as well, if the snake collides into it, it will also result in game over. Collision detection will be done using AABB collision detection method.

Controls:

Using the arrow keys in the keyboard one can move the snake’s direction.

Using the mouse one can navigate the cross, pause and the restart button. (The coordinates will be converted according to the window size)

**Remarks:**

*1. Add a magic button shaped as - *

*Clicking it will generate multiple gems, and keep them on for 3 seconds.*

*2. After getting a point, the speed should increase.*

*[Gems using circle shape sounds weird, instead, name it a circle/bubble.]*