

Report on

Snake Game using Pygame

Project 2

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Domain: Python Developer
Duration: 3 Months

Snake Game using Pygame - Project Report

Project Overview:

The Snake Game is a classic arcade game where the player controls a snake that grows in length after consuming food. The objective is to grow the longest snake possible without colliding with the screen borders or itself. The game is implemented using the Pygame library in Python.

Duration Taken:

The project was completed in approximately 2 days, including coding, testing, and debugging.

Outcome:

The project successfully resulted in a functional Snake Game with movement controls, food spawning, and game-over conditions. The game runs smoothly and provides an engaging experience.

Challenges Faced:

Some of the main challenges faced during development included:

1. Handling boundary collisions and restarting the game properly.
2. Ensuring smooth snake movement and avoiding self-collision.
3. Optimizing food spawning to avoid overlapping with the snake's body.

Conclusion:

Developing the Snake Game using Pygame provided hands-on experience in game development and event-driven programming. The project strengthened the understanding of game loops, rendering, and user input handling. Overall, it was a valuable learning experience.