# **Visual Programing**

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Project Title: **Snake Game**

## Description:

Phase 1:

In phase 1 the player will play the game. The user will run the game and then choose the difficulty level of the game (difficulty level is according to the speed of the game). Then the game would be start according to the user level. The snake will eat berries and grows up until the snake hit with its body.

The main goal is to eat the more berries and increase the length of the snake after eating each berry.

After 4 berries the bonus fruit will display for a short period and escape after the time over.

The score will increase by one after eating one berry and by 4 after eating a bonus fruit.

Phase 2:

In phase 2 the user cannot operate the game and the only system will play its game until the snake reaches its maximum length without touching with its body and there is no space left on the screen.

In both phases there would be three attempts to carry out the game when the user loses its three lives the game will be over.