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| **Course:                     Engineering Notebook - Daily** | |
| **Engineer: J.Krishna Teja** | **Date:** 23-03-2019 |

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| **Notes: (Record key insights from videos, web pages, readings, discussions, experiments, and project tasks.)** |

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| **Project(1)** | **17th March** | **23rd March** |
| * Developed the snake game which was present in the old T9 mobile handsets. The game makes use of various features we learnt during the course. * Created the homepage of the game and added an activity for opening the game page. * Added walls , the snake and the apples for starting the game. * Created various levels of difficulty(different speeds) for user friendly approach. * Also created a shopping cart (still in progress) that depicts an online shopping platform. | | |

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| **Deliverable Status** |
| **Deliverables : Module link of the github** |
| LINK: https://github.com/kteja95/6058\_MOBILE-PROGRAMMING/tree/master/SnakeGame |