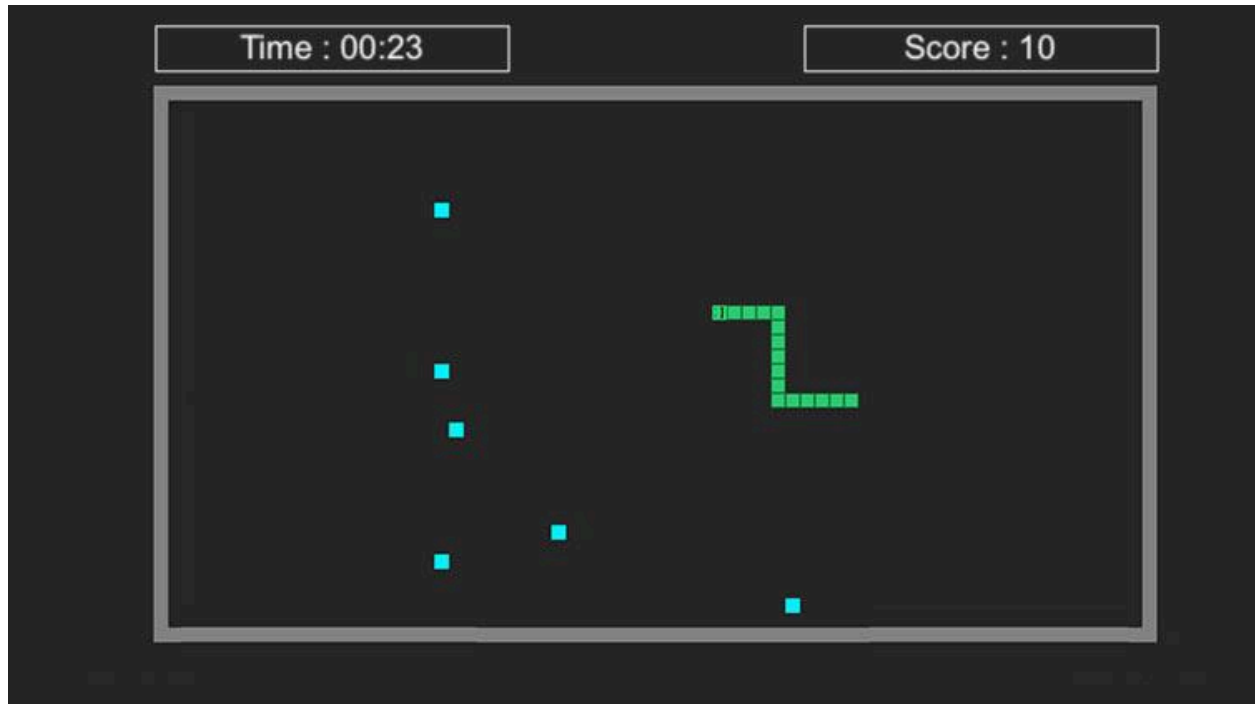
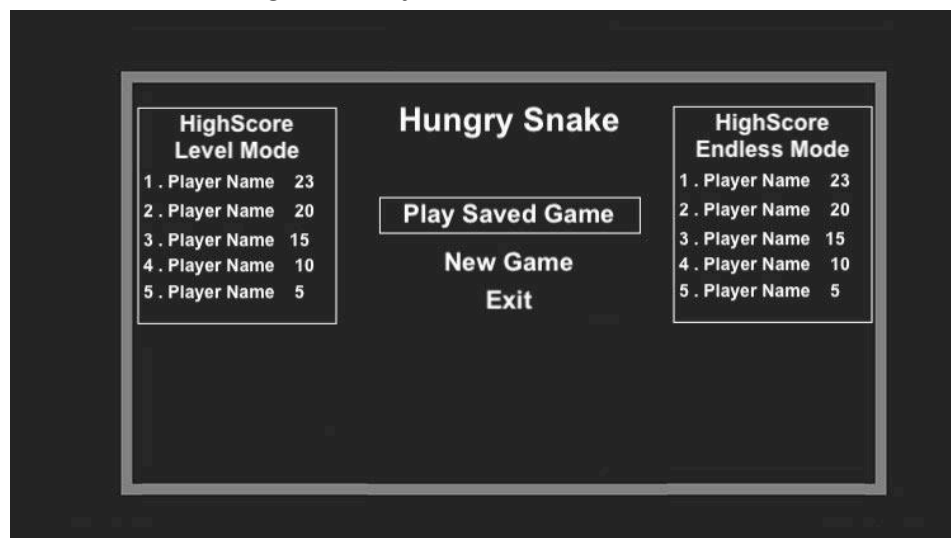


Hungry Snake Game



Game Overview

Hungry Snake is a game where players control a snake on a grid, collecting food to grow and avoid obstacles. The player's goal is to collect as much food as possible while avoiding walls and the snake's own body. Points are awarded for each food item eaten, and players can aim to beat their high score or progress through levels of increasing difficulty.



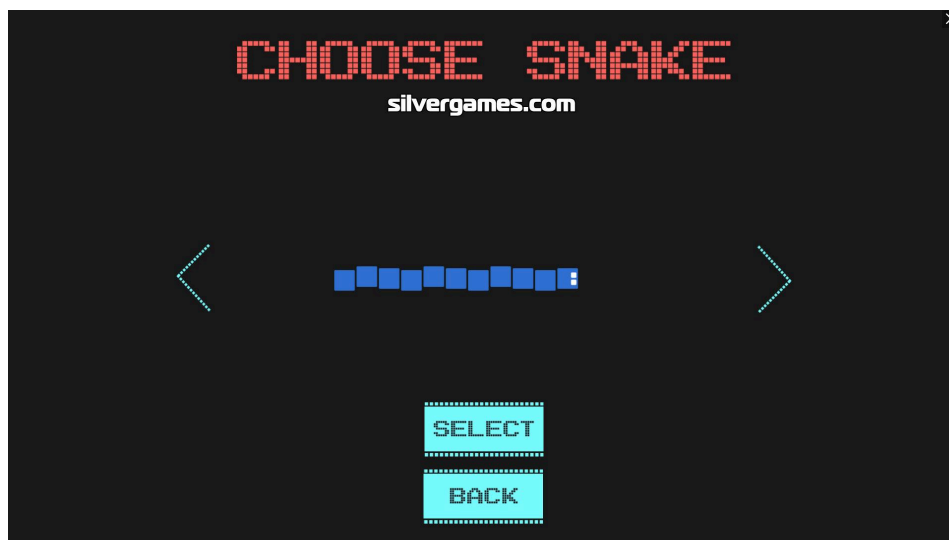
Features and Functionalities

Snake Movement and Growth

- > Control the snake with arrow keys (or WASD) to navigate in four directions.
- > Each food item eaten increases the snake's length and the player's score, with movement becoming more challenging as the snake grows.

Snake Color Selection

- > Players can choose from a selection of colors to customize the appearance of the snake before the game starts.

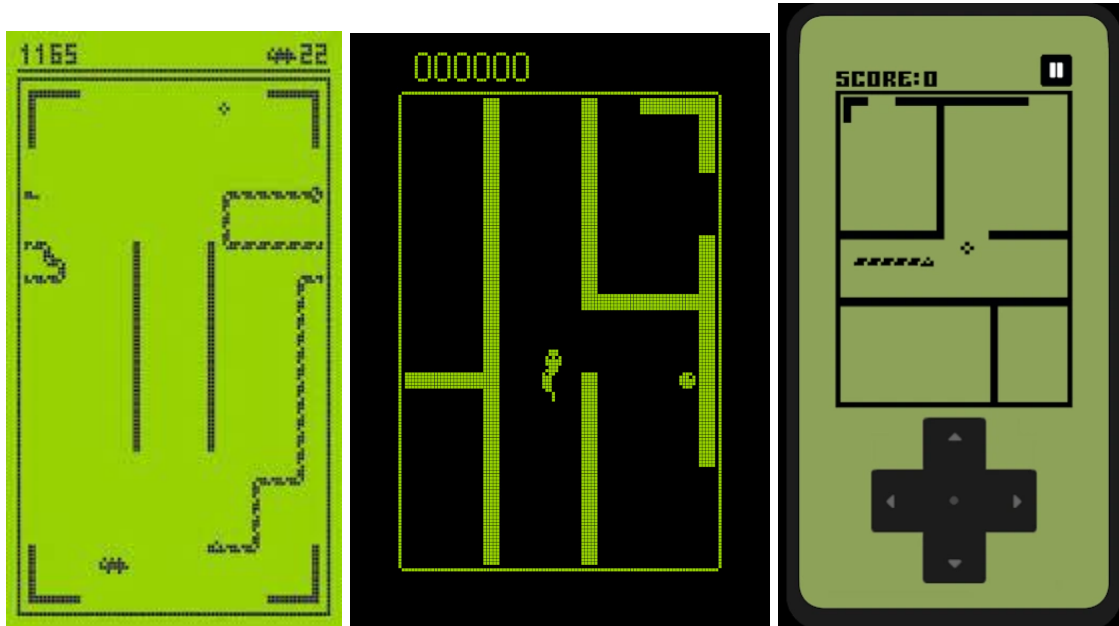


Game Modes

- 1. Endless Mode:** The game continues as long as the snake collides with itself (**No Walls**). The score keeps increasing with each food item, making this mode suitable for aiming for high scores.
- 2. Level Mode:** The Mode is divided into levels, each with a unique layout of walls:
 - > **Level 1:** A basic grid with a few walls.
 - > **Level 2:** Adds more walls in places, requiring careful navigation of Snake.

> **Level 3:** Includes a wall pattern that limits movement and tests the player's control skills.

Example for Level Designs :



Bonus : A bonus will be given to the students who implement infinite levels generically that at each level the walls and its pattern becomes difficult for the player to play.

3. Custom Mode: In This mode first the player will create walls on the screen and then after completing this player will select the speed of snake and then user play on that custom level created by player

Collision Detection and Game Over

> The player loses if the snake collides with a wall or its own body.

Saving High Score

> Scores increase with each food item collected and are displayed during gameplay. High scores are saved and displayed on the main screen in sorted order.

Game Saving and Loading

> Save the state of the game when the player exits the game without losing. Upon restarting, the game loads the saved state and asks the player to continue.

NOTE : The Above given Design is just to let you know how the game should look. you have to create your own design of the game completing the above functionalities.