

## Report : Task – 1: Snake Game in Java

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- Task Title: Snake Game in Java
- Task Description:

The Snake will have the ability to move in all four directions.

The snake's length grows as it eats food. When the snake crosses itself or strikes the perimeter of the box.

The game is marked over.

Food is always given at different position.

- Steps Taken:

### Sprint Planning -

- Divide tasks for the first week

### ○ Create Sprint 1

#### • Sprint 1 -

- Making board games
- Create a snake object and place it on the board
- Create apple objects and place them on the board randomly
- Make movement of snake object

#### • Sprint 2 -

- Create a scoring system
- Make game ending condition

- Create application start and end conditions. [Sprint 3](#) - (03 December 2020 - 09 December 2020)

- Create application start and end conditions
- Created an additional condition where the snake's movement is accelerated if the user presses the shift key
- Cleaned up the code and complements README.md

- Challenges Faced: No
- Solutions Implemented: Yes
- Learnings: Yes
- Project Update: No