

TOP SCORE : NIKHIL , CHIRAG , ADITYA

# SNAKE GAME

START GAME

## PROJECT

## DESCRIPTION

Snake is a classical arcade game, and a popular version of it was present and preloaded in Nokia Mobile phones in 1998. It is basically a survival based Arcade game where the snake grows in size eating the food given in the gameplay arena .

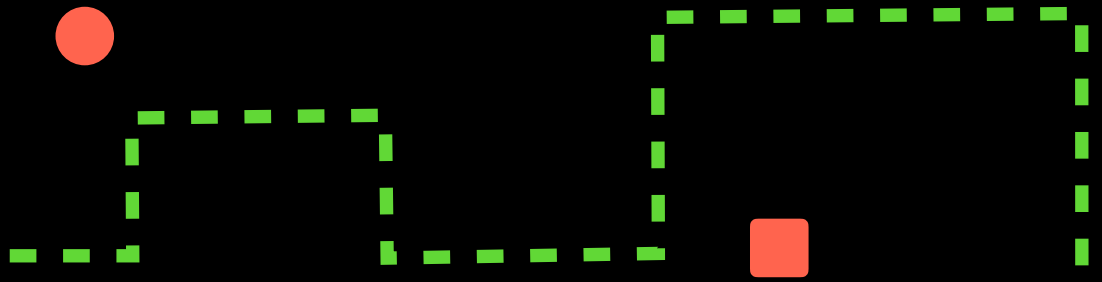
## PROJECT OUTCOME

To get hands on with python programming , and learn PyGame Module and get confident with making projects.

# ABOUT THE GAME

GAME

PLAY



1. There is a border plane on the screen. Game start with a **snake** and a **fruit** ( both represented by a different colour dot )
2. **snake** start moving with a **constant speed**, the player has to change the direction of the snake using arrow ( **Right** , **Left** , **Up** , **down** )
3. Player can stop the game using **SPACEBAR**
4. using **arrow keys**, the player makes the snake moved to the fruit ( to make it **eat the fruit** )
5. when the snake eat the fruit, the **length** of the snake **increases**. ( Eating fruit also increases the **points/ score** )



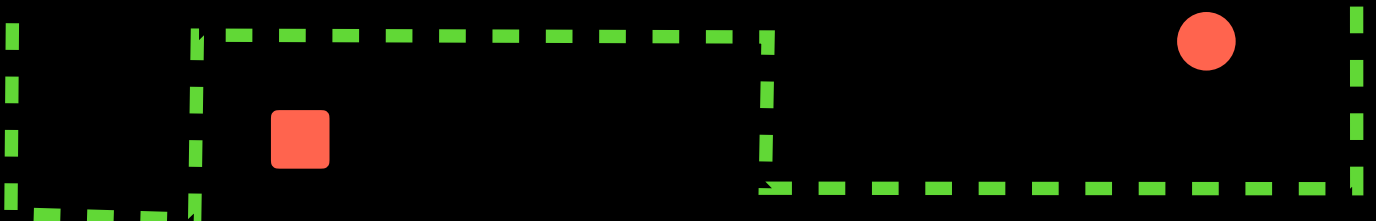
GAME

ENDING



snake **touches** the **border** of the plane

snakes **touches** it's **own** body ( basically it **kills** itself :P )



# GAME

## DIFFICULTY

1. As the **snake** proceeds in the game, the **length** of snake **increases**. This naturally increases the difficulty.
2. considering **speed** to be  $x$ , the difficult can be increase by change the speed to  $1.5x$ ,  $2x$ ,  $2.5x$ .
3. other variant is that, as the **time proceed** in game the **speed** of the snake **gradually** increase.

## SCORES

for each fruit  $Y$  points will be provided  
more Score will be provided for eating the fruit faster.

## REQUIREMENTS

Module : PyGame  
Python 3  
Tkinter

END GAME