

New York Institute of Technology
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DSCS-610: Programming for Data Science
Professor Name: Taoufik Ennoure

Final Project Proposal

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Title: Snake Game

I'm sure most of you all enjoyed playing the Snake Game as youngsters. It is one of the most popular arcade games of all time! The player's character is a snake and its main goal in this game is to capture as many fruits as possible without striking the wall or itself.

In this project, we will build this 'snake game' using Python programming language. We will be using a video game development library 'Pygame' which is beginner-friendly and open-source. The first step would be to create an output screen in which the game will be played. Then, we will make a moving snake and display it on the screen along with the fruit. The score will be kept according to the fruits consumed by the snake. We will use Python's 'time' module to keep track of time during the game. We are planning to set the criteria for exiting the game when the snake hits the boundaries or itself.
