

CPSC 1045 Term Project


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Description

The Term Project that I created was a Snake Game using HTML, CSS, and JavaScript, it is a game where a user or the player controls the snake using the arrow keys function in a canvas to eat the food that randomly generates between the game board, and after eating the food the snake will continuously be longer whenever he eats food. The player cannot leave the game area as it will result in a Game Over as well as go around his body or collide with it.

User Manual

Snake 

Food 

Start Game

START GAME

Score Counter

 Score: 3

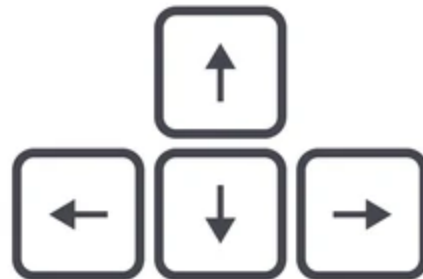
Controls :

Move Snake Up = Arrow Key UP

Move Snake Down = Arrow Key Down

Move Snake Left = Arrow Key Left

Move Snake Right = Arrow Key Right



References:

https://www.youtube.com/watch?v=baBq5GAL0_U

<https://www.youtube.com/watch?v=Je0B3nHhKmM&t=689s>

<https://www.youtube.com/watch?v=QTcIXok9wNY>

https://www.w3schools.com/jsref/jsref_unshift.asp

https://www.w3schools.com/html/html_css.asp