**Dr. AMBEDKAR INSTITUTE OF TECHNOLOGY**

**Near Jnana Bharathi Campus, Bangalore-560056**

**(An Autonomous Institution, Aided by Government of Karnataka)**



**JAVA LAB**

**SUB CODE: ISL59**

**V Semester**

**OPEN ENDED QUESTION ON**

**SNAKES GAME**

**BACHELOR OF ENGINEEERING**

**DEPARTMENT OF**

**INFORMATION SCIENCE AND ENGINEERING**

**AUG 2017 - DEC 2017**

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**Introduction**

***Snake*** is the common name for a video game concept where the player maneuvers a line which grows in length, with the line itself being a primary obstacle.

**GamePlay:**

The player controls a dot, square, or object on a bordered plane. As it moves forward, it leaves a trail behind, resembling a moving snake. In some games, the end of the trail is in a fixed position, so the snake continually gets longer as it moves. In another common scheme, the snake has a specific length, so there is a moving tail a fixed number of units away from the head. The player loses when the snake runs into the screen border, a trail or other obstacle, or itself.A sole player attempts to eat items by running into them with the head of the snake. Each item eaten makes the snake longer, so controlling is progressively more difficult.

This game is made using **Eclipse**.





