**My Individual Reflection (Success O. Ali)**

Working on the Snake Game project has been a very interesting and rewarding experience. Snake was actually one of the first mobile games I ever played, and I really enjoyed it back then. I used to wonder how such a simple yet addictive game was created. Now, having the opportunity to develop one myself makes this project both adventurous and exciting for me.

My personal contributions included writing the code, brainstorming different approaches, and testing to ensure everything worked smoothly. I worked on the snake’s movement, food generation, and collision detection, which are the core parts of the game. I also spent time testing the code, identifying bugs, and refining the logic so that the game runs properly and provides a fun user experience. The brainstorming sessions gave me space to think creatively about improvements and problem-solving.

Through this project, I learned a lot about structured programming, especially using classes like Snake, Food, and Game to organize the logic. I also realized the importance of separating game logic from rendering to make debugging easier. Using Git improved my workflow and taught me how valuable version control is.

Overall, the project strengthened my coding skills and made me appreciate the creative process behind a game I’ve always admired.