**Capital University of Science & Technology**

**Term Project Proposal**

Department of Electrical and Computer Engineering

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| **Project Title** | | Simple Snake Game | |
| **Course Title** | | Application of Information and Communication Technologies lab | |
| **Sr. No.** | **Student Name** | | **Registration Number** |
| **01.** | Abdul Raffay | | BCPE243029 |
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| **Idea:**  The project involves developing a classic snake game where the player controls a snake to eat food on a grid, causing it to grow longer. The game ends if the snake runs into itself or the walls. The objective is to create an engaging and fun game to enhance programming and logic skills while implementing basic game mechanics and user interactions.  **Objective:**  The objective of the "Simple snake game using grid logic" program is to create an engaging and fun game to enhance programming and logic skills, Implement basic game mechanics and user interactions and to develop a simple user interface with graphics and controls.  **Applications:**   * **Entertainment and Recreation:** Provides a fun and engaging game that users can play in their leisure time, offering a simple yet challenging gameplay experience. * **Educational Tool:** Serves as a practical example to teach students and aspiring developers the basics of game development, including logic, control structures, and user interface design. * **Skill Enhancement:** Helps players improve their reflexes, hand-eye coordination, and problem-solving skills by navigating the snake through various obstacles and increasing levels of difficulty.   **Block Diagram:** |

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| **Instructor Remarks** | **Student 1 Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
| **Student 2 Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
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| **Instructor’s Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |