

## Homework 5: Snake Levels and Obstacles I Preliminary Design

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### 1 Background

For this assignment, a modification of the previously implemented snake game with levels and obstacles will be implemented.

### 2 Design Approach

Most of the modules from the previous version of the game will be used in the implementation. Additional modules to handle the LCD driver and high-level game state machine will be included. The state machine will consist of 100 states representing the 100 levels in the game. Each states will increment only if the size of the snake body exceeds 5.

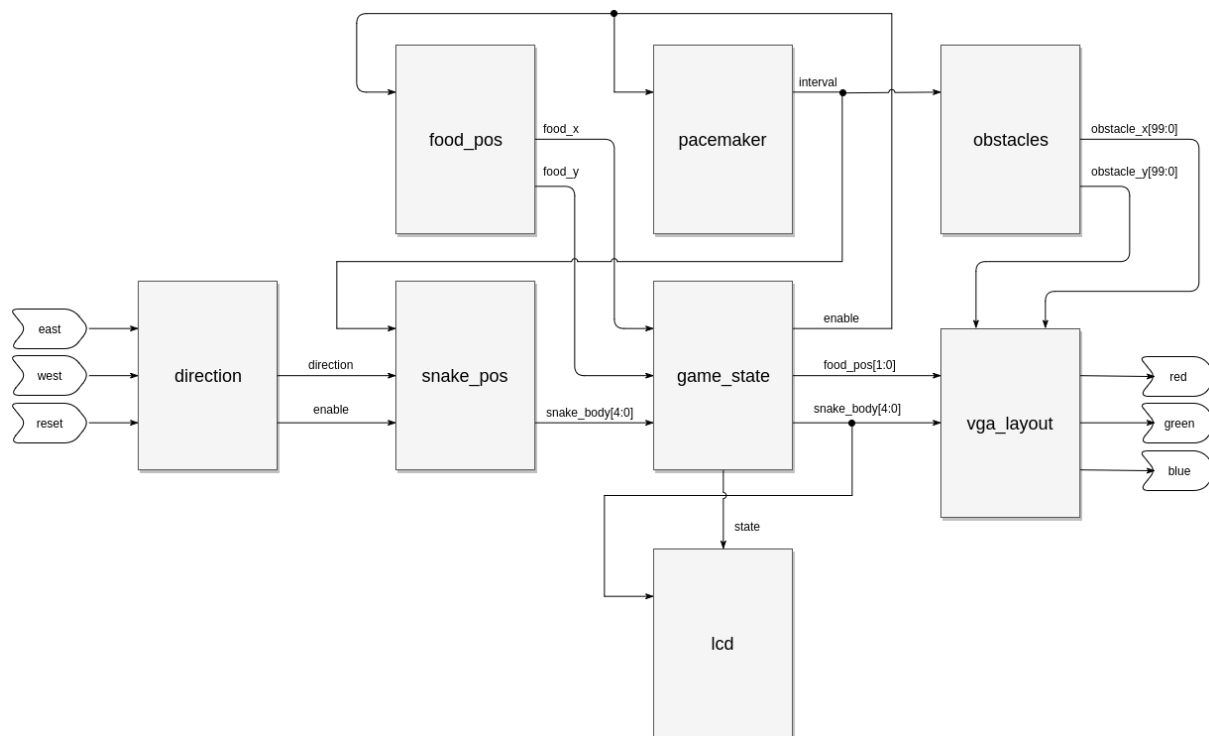


Figure 1: Schematic of the Implementation of the Game