

SNAKE BITE



THE FUN WAY TO PLAY



TEAM



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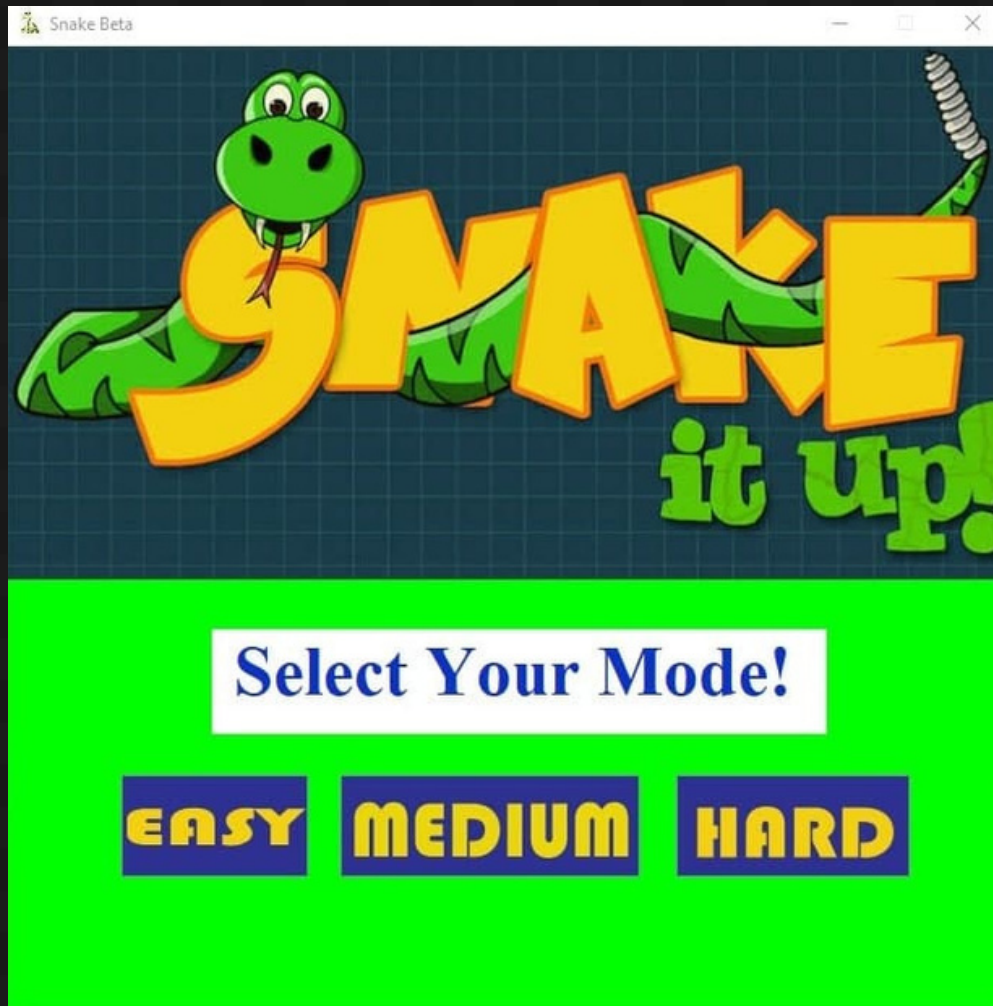
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WHAT IN THIS GAMES?

This is a basic java game developed by us
We try to build our own snake by using java language





HOME MENU

WELCOME TO OUR GAME HOME MENU.
HERE WE CAN SEE, THE PLAYER CAN START
PLAYING WITH ANY OF THESE THREE MODES. EACH
MODE DETERMINES ITS DIFFICULTY LEVEL. THE
PLAYER CAN DECIDE WITH WHAT DIFFICULTY A
PLAYER WANTS TO PLAY. WE WELCOME PLAYERS
TO TRY OUT OUR EACH DIFFICULTY LEVEL DESIGNED

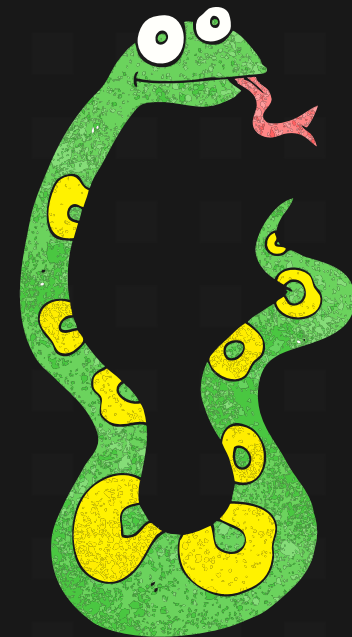
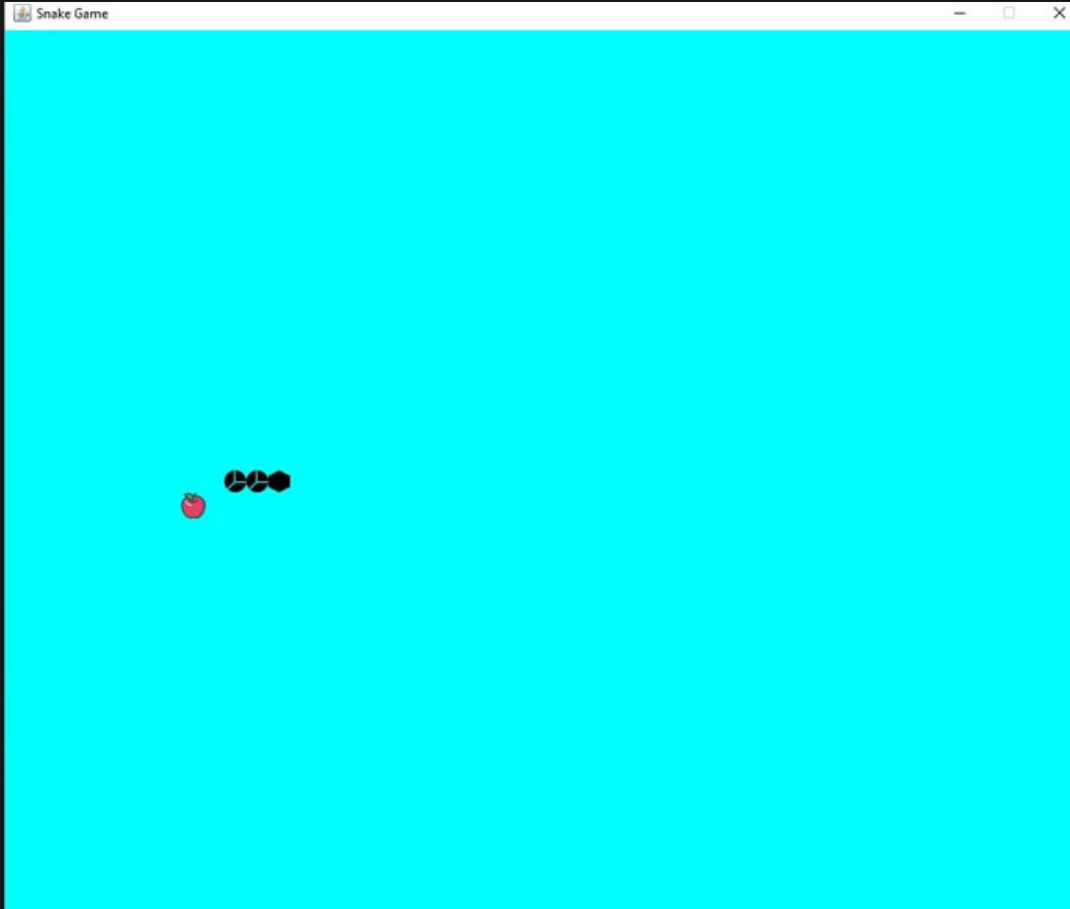
PLAY



SNAKE BITE

EASY LEVEL

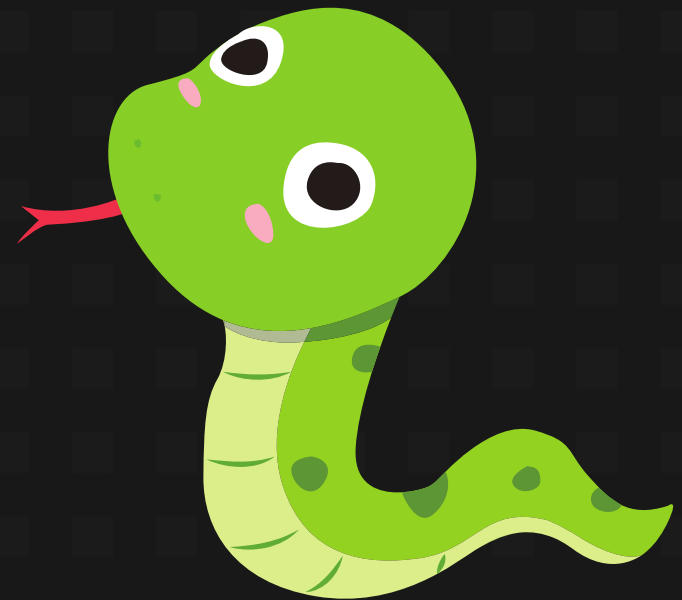
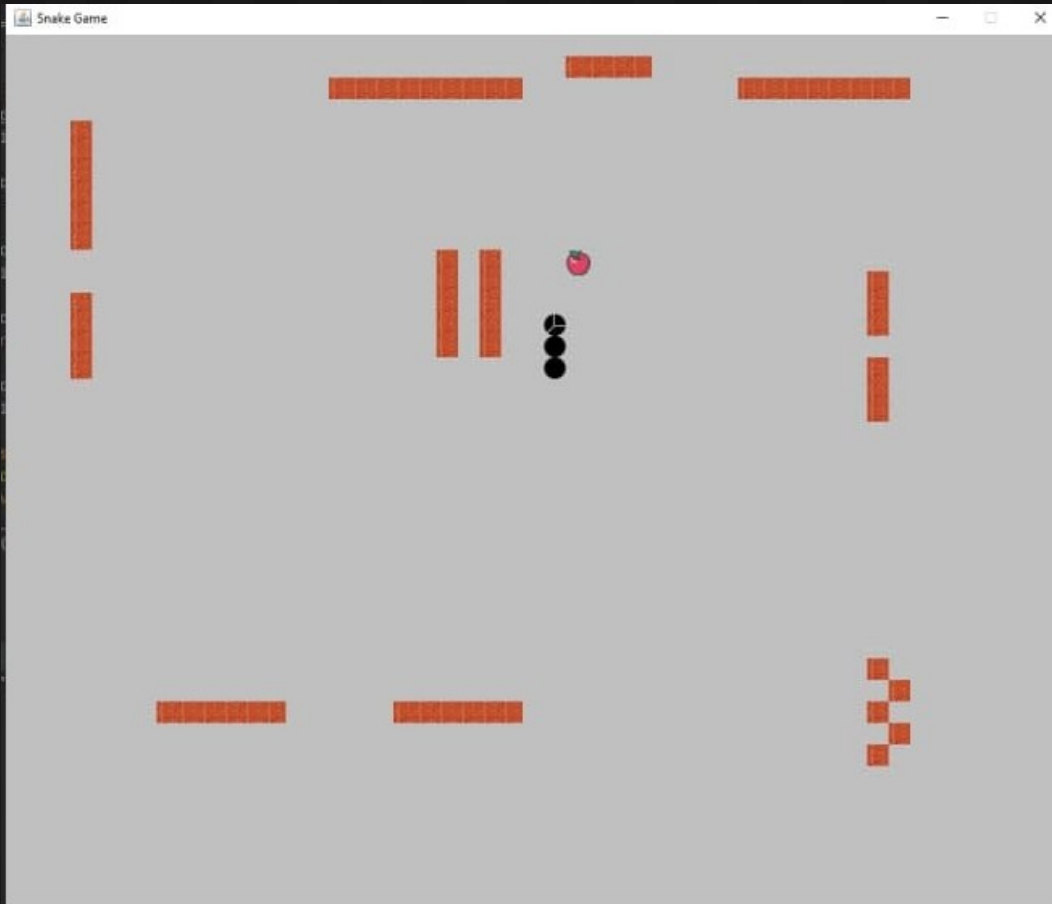
THIS MODE IS BEST FOR NEWBIE PLAYERS.
THIS MODE IS DESIGNED TO MAKE THE SNAKE
RUN SLOW FOR EATING AN APPLE WITH EASE.
ALMOST ANY PLAYER CAN PLAY THIS MODE
WITHOUT GETTING ANY DIFFICULTY AT ALL



SNAKE BITE

MEDIUM LEVEL

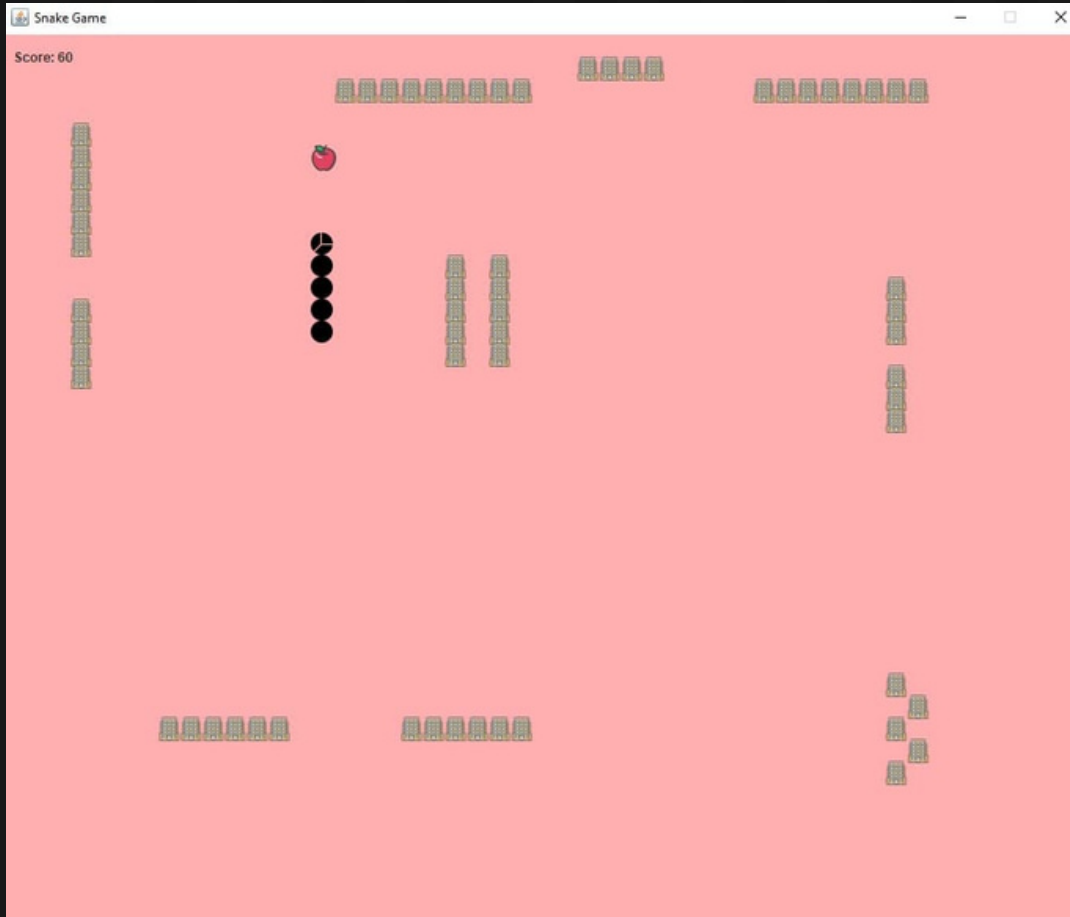
THIS MODE IS SLIGHTLY HARDER THAN THE EASY MODE.
THIS MODE IS DESIGNED WITH EXTRA WALLS FOR
PLAYERS TO AVOID, ALSO THE SNAKE
WILL RUN A LITTLE FASTER THAN BEFORE.



SNAKE BITE

HARD LEVEL

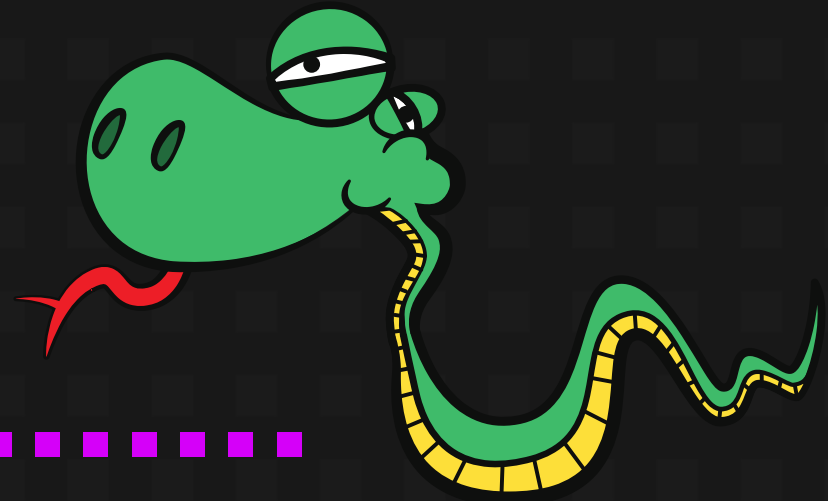
**THIS MODE IS HARDEST IN THE GAME.
THIS MODE HAS THE SAME WALL DESIGN AS
IN MEDIUM MODE. BUT THE SNAKE RUNS
FASTEST THAN ANY OTHER MODE.**



GAME OVER

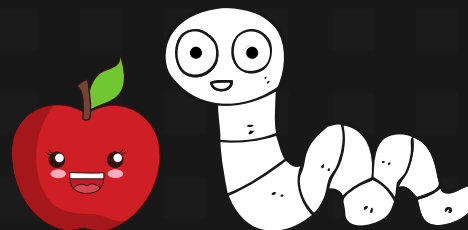


AFTER BEING A DEAD PLAYER
WILL SEE THIS GAME OVER
PAGE. IN THIS PAGE, THE
PLAYER WILL BE ABLE TO SEE
HIS FINAL SCORE. ALSO, HE
CAN PLAY THE MODE AGAIN OR
EXIT THE GAME.



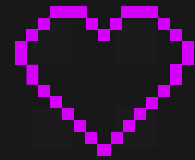
CONCLUSION

**THIS GAME HAS DEVELOPED FULLY USING JAVA.
WE USED CLASS, METHODS, SWING, AWT,
ACTIONEVENT, ACTIONLISTENER. THE
ELEMENTS LIKE APPLE SPAWN RANDOMLY
THROUGH-OUT THE JPANEL. WE TRIED OUR BEST
TO BUILD THIS GAME. EACH MEMBER WORKED
VERY HARD TO MAKE THIS GAME WORK.
MEMBERS WERE FULLY DEDICATED TO GIVE ALL
EFFORTS IN THIS PROJECT**



GAIN GAMES

*Thank
you!*



It was a great experience

