



Snake Game

20/03/2021

Team Members:

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Overview

The project aims to create a user controlled Snake that collects the fruits and gets bigger without hitting the boundaries or itself. We have planned to create the project with the help of c++ as the language is more comfortable.

Goals

1. To Create a snake that eats the fruits and gets longer.
2. To end the game when the snake hits the boundaries of itself
3. To control the snake with the keyboard controls.

How are we going to Proceed:

We have planned to proceed with this project in c++. First, we have decided to concentrate on the logic and the algorithm and then we have planned to work on the code.

Time Required:

The time required for the project will be a period of 30 days. So that we have adequate time for understanding the concepts and the logic of the program. With this time we can also improve the programming skills.