

# HCL Intership-MiniProject

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## **Title-**

### Multiplayer Snake Game

In this game two player can join into a lobby and play snake game where rules to win for player1 or player2 are set in backend where increase in snake length along with border restrictions,etc are set. A game code is given to player1 to invite player2 to join the lobby.

## **Features-**

- Food for snake to increase length of snake
- Color set for snake
- User friendly interface

## **Language Used-**

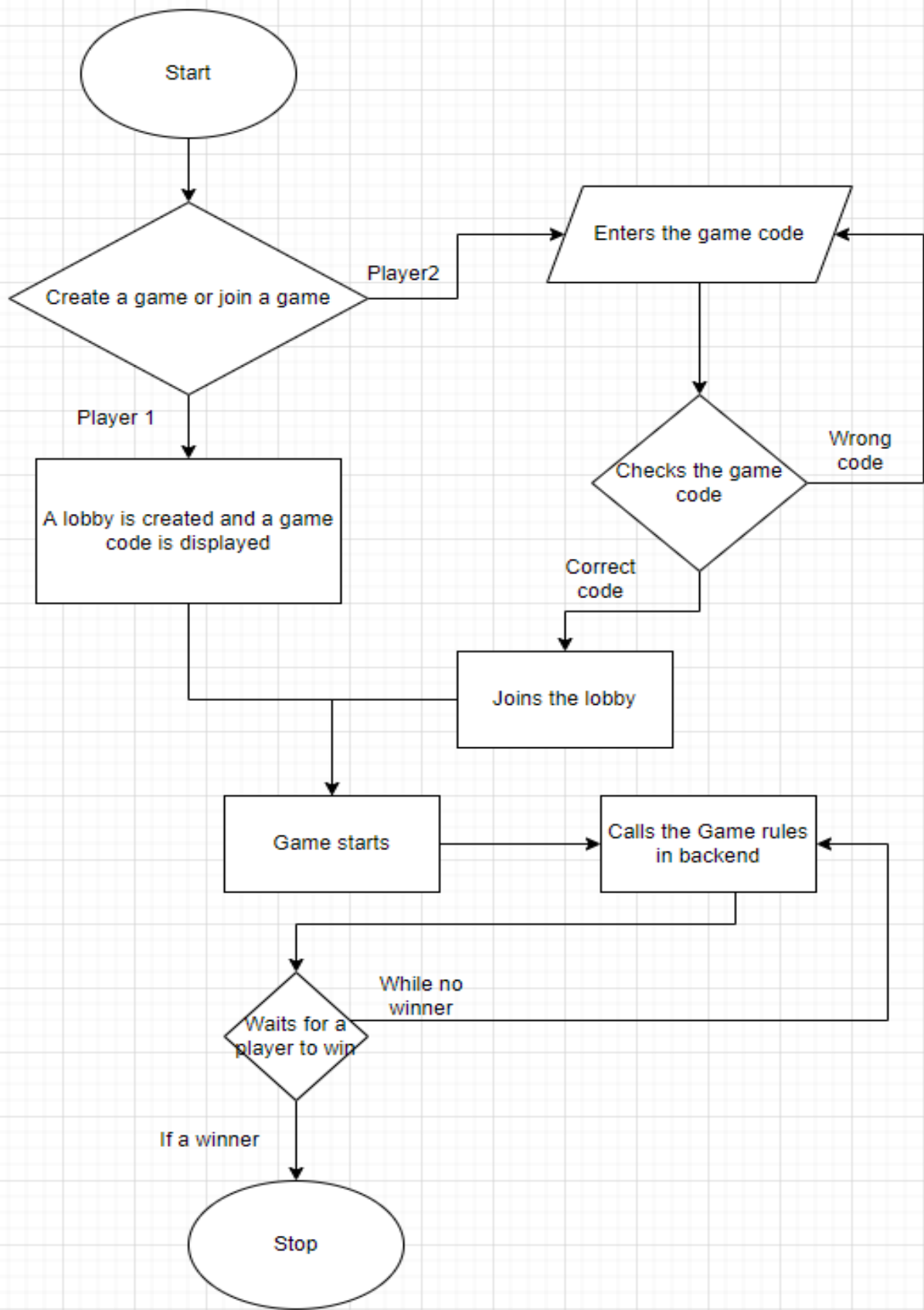
- HTML
- CSS
- JavaScript (JS)
- Socket.io

## **Scope-**

The main Idea or Scope is to present the famous solo Snake game in a multiplayer format in a browser game where any 2 players in a given time could join and play.

## Workflow:

### Frontend:



Backend:

