**Snake Game**

Sytem

System is the skeleton view behind the GUI part of a game. System defines the working methodology of the game and shows the components, their relationships and how they evolve to make the game work.

* The snake is represented with an \*(asterisk) symbol.
* The fruit is represented with an @ (at sign) symbol.
* The snake can move in any direction according to the user with the help of the keyboard (⬇️, ⬆️, ⬅️, ➡️ keys).
* When the snake eats a fruit, the score will increase by 1 point ✔️.
* The fruit will generate automatically within the boundaries 🍓 🍒 🍇.
* Whenever the snake will touch the boundary, the game is over ❌.

Module

#include <stdio.h>

#include <time.h>

#include <stdlib.h>

#include <conio.h>

#include<time.h>

#include<ctype.h>

#include <time.h>

#include <windows.h>

#include <process.h>

Interface

Used structure for interface.

struct coordinate

{

int x;

int y;

int direction;

};

Integration Testing

In this individual software, modules are combined and tested as a group.

Functions and Non-Functions

void record();

void load();

int life;

void Delay(long double);

void Move();

void Food();

int Score();

void Print();

void gotoxy(int x, int y);

void GotoXY(int x,int y);

void Bend();

void Boarder();

void Down();

void Left();

void Up();

void Right();

Background colour is black(this is non function).