B.H.

**Snake**

**Project Plan**

**Minimum requirements:**

1. functional snake game.
   1. Snake move
   2. Auto move
   3. Game over in all conditions possible
   4. Gain points
   5. Restart button
   6. Random bait
2. Simple unique look with background.
   1. Add background
   2. Use fitting colors
3. Responsive.
4. Add sounds
   1. Eat sound
   2. Game over sound
   3. Start sound

**Silver requirements:**

1. Controller usage
2. Use sprites for the look of snake and eaten object
3. Make a head to snake
4. Make window to alert of game over with restart or close game options.

**Gold requirements:**

1. Save best score system that is saved in local storage.
2. Background music