Bahria University,

Karachi Campus



COURSE: Computer Architecture and Logic Design

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PROJECT NAME

Snake Game

Group Members

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Signed Remarks: Score:

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**Project Title**

**Snake Game**

**Group Member List**

Muhammad Shoaib Akhter Qadri

**PROJECT SCOPE**

The snake game is one of the simplest games. The goal is **to move the snake and eat as many "food" blocks as possible**. There is only one food block at any given time. When the food is eaten, the snake grows in length.The main work is to write a snake game by using MIPs Architecture. This game is generated by various problems. The player has to answer the questions by controlling a snake with keyboard keys (a,s,d,w) to eat the answer ball. Each correct answer ball eaten prolongs the snake’s life

**PROJECT ABSTRACT**

Snake game is one of the most popular arcade games of all time. In this game, the main objective of the player is **to catch the maximum number of fruits without hitting the wall or itself**.

In this game, the snake takes points and it increase it’s size. This is played by only 4 key buttons which are **a,s,d** and **w**.

**a** is used for left,

**s** is used for down,

**d** is used for right and

**w** is used for up.

Except these keys, if anyone press the key then the game is over.

**PROJECT FUNCTIONALTIES**

Snake game is a computer action game, whose goal is to **control a snake to move and collect food in a map**. In this paper we develop a controller based on movement rating functions considering smoothness, space, and food. In this game, Snake takes points and increase its size.

**MODULE DISTRIBUTION**

I added the functionality and features in which the snake is moving fastly and if snake is hit at wall or if there is another key press except a,s,d and w as well as if snake hits its tail then the game is over. And when the snake eats the small ball then its size is increase and show another ball.

**Teacher Signature**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Remarks**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Submission Date**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_