Student Name:..... Student Number:.....

	Mark	marked
Your name and student number appear for 2 seconds before the game start.	**1**	
Screen setup: a score, remaining lives appear at the top left corner of the screen.	**3**	
The snake is drawn with a width of 3 pixels and a length of 2 sprites on the LCD. Food is drawn on the LCD with size 3 by 3 pixels.	**3**	
Moving the SW1 switch makes the snake start moving in the selected direction by the switch.	**3**	
The score increase by 1 when the head of the snake goes over the food.	**2**	
The snake increases in length by 1 sprite every time it run over the food	**3**	
Each time the food is consumed, it reappears randomly in a new unoccupied position on the LCD	**3**	
The snake loses a life if it crosses itself.	**2**	
The snake loses a life if it receives a command from the SW1 switch to go in the opposite direction of its current motion	**3**	
Every time the snake loses a life, its length is reset to 2 sprites and appears like it did at the beginning of the game waiting for the player to move the SW1 switch.	**3**	
If the snake exits from on edge of the LCD, it reenters the screen from the opposite edge.	**2**	
The speed of the snake can be controlled by one of the potentiometers. Moving the potentiometer in one direction makes the snake to move faster, moving it in the opposite direction slows down the snake. Speeds should be reasonable so the game is still playable.	**2**	
Pressing SW3 draw a set of walls on the LCD. A minimum of three walls should appear as straight lines with one end connected to the edge of the screen. The walls should be parallel to either the X axis or the Y axis of the screen. The walls have width of 1 pixel and a length in the range between 10 pixels and half the dimension of screen (e.g if the wall is parallel to the X axis the length of the wall can be between 10 and 42 pixels).	**3**	
Pressing SW2 should hide the walls.	**2**	
When the walls are visible, consuming food adds 2 points to the score instead of 1	**2**	
The snake dies and loses a life if it crosses any of the walls.	**3**	

Marker signature **Student signature**