

**Department of Computer Science**

**Semester Project 2023 Proposal**

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| **Project Title** | Snake Game | | | |
| **Lecturer Name** | Ma’am Samra | | | |
| **Discipline** | Software Engineering | | | |
| **Semester** | 2nd Semester | | | |
| **Group Name** | **BitBuilders** | | | |
| **Members Name** | **Name** | | **Roll No** | **Role:** |
| Zohaib Khalid | | 2022-bs-se-108 | **Leader** |
| Rameen Aamir | | 2022-bs-se-117 | |
| Khurram Ihsan | | 2022-bs-se-087 | |
| Romaisa Tanveer | | 2022-bs-se-091 | |
| Iqra Fatima | | 2022-bs-se-127 | |
| **Modules** |  | |  | |
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| **Project Description:** | The Snake game is a classic arcade game where the player controls a snake that moves around the screen, eating food to grow in size while avoiding collisions with its own body and the boundaries of the game area. The main objective is to eat as much food as possible and achieve the highest score. | | | |
| **Project Objective:** | By developing this game, we aim to provide users with an enjoyable and nostalgic gaming experience, challenging them to improve their skills and achieve higher scores while demonstrating proficiency in OOP concepts. | | | |
| **Project Tools:** |  | | | |
| **Lecturer Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | | **Submitted Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | | |