Classic Snake in Python

Project Overview

It is a small game for the purpose of enjoyment. Basically it’s an old mobile game which is in old Nokia phones. This project aims to bring the fun and simplicity of snake game with some new features. It will include computer controlled intelligent opponents whose aim will be to challenge the human players. It will also have the multiplayer feature that will allow more than one players to play the game.

Problem and Solution Statement

Multiplayer option this game still we didn’t see so I will try to play such kind of game in multiplayer. This project explores a new dimension in the traditional snake game to make it more interesting and challenging. The simplicity of this game makes it an ideal candidate for a minor project as we can focus on advanced topics like multiplayer functionality and implementation of computer controlled intelligent opponents.

Benchmark (How this solution is better?)

This game aims to change the way people think of traditional snake game. It will offer the experience of commercial multilayer games to the player retaining the simplicity of traditional snake game.

Implementation strategy

Using Anaconda IDE of Python and also use a spyder, Jupyter make a good GUI for the game.

Create a snake game that will have all the functionality of traditional snake games. Introduce multilayer functionality in the game that will allow several players to play a game simultaneously. It should be able to give the experience of a real time multiplayer game to the players. Introduce computer controlled intelligent opponent (unique feature of this game) to make the game more challenging and interesting. The movement and action of these intelligent opponents will be controlled by computer whose aim will be to eat the food before human players capture it.

Contributors :-

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