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Snake game Project

Basics of Mathematical Software

Unit (Technology) 2018

## Description

The main purpose of this project is to create a simple 2D Snake game including these basics functions:

* **Control the movement of the snake with Direction keys.**

The program can recognize when a Direction key is pressed and move the snake vertically or horizontally to the direction depend on which key is pressed. The snake will keep moving to that direction until other Direction key is pressed.

* **Generate food randomly on the map.**

The food’s position vertical and horizontal will be generate randomly on the map with the random function

* **Add length to the snake when it reach the position of the food.**

When the snake’s position is equal to the food’s position, the snake’s length will be extend equal to the food’s length.