For our project the program should be able to changes the direction of a line of pixels (snake) and the goal is to “consume” more pixels, which will allow the line of pixels to grow. In order for the program to work, we would need the following. Classes are the main component of the game, where specific functions would be defined by classes. Within these class are methods needed for this program such as; movement of the snake, implementing each time the snake consumes the pixel allowing it to grow, set a timer to improve movement, starting the game itself, setting the direction of where the snake would go and a random number generator to allow the pixel to appear in various areas of the screen.