Application Description:

This application will be creating a Snake game. It will be initially made as a desktop application, but will be later converted into a mobile application. The game will consist of a square snake moving around the screen, changing directions with the press of arrow keys. There will be a dot on the screen that the square will be moved towards, and when the square touches the dot the score increases by one, another dot will be created on the screen, and another square will be added behind the snake. After collecting several dots the snake will consist of multiple squares trailing the square in front of it. If the head of the snake runs into any other square that consists of its body or if the head runs off of the screen, the game ends. Once the game ends there will be a user interface that allows the user to start a new game, or close the game. There will also be scores saved that will be displayed on the screen.

Anticipated Challenges:

I do not currently know how to create the UI that will be used in the game, so learning how to do that may pose as a challenge. If we decide to also create this as a mobile application, it may be difficult because it would require a different UI. I am also not currently very familiar with creating mobile applications, so it may be difficult for me to learn. Communication between me and my partner may pose as a challenge when it comes to what we are doing, sharing code, and discussing ideas for the project.

What challenges will you encounter as part of the project? For example, are there techniques or tools you’ll need to implement your solution?

Rough Schedule:

**Saturday January 17, 2015**: Begin working on the windows application. Start UI and other necessary code.

**Thursday January 22, 2015**: The desktop application should be fully functional. If pieces of the code are not working we will continue working to fix the application and make it functional. If everything works properly on the desktop application we will begin development of the UI for the mobile application.

**Sunday January 25, 2015**: The mobile application should be fully functional. If we decided to not make a mobile version, the desktop version should work properly and possibly have added features. If there is anything that does not work properly we begin to fix everything, or decide to add or change features.

**Tuesday January 27, 2015**: The application is complete and a presentation of it will be made.