Approval:

Team Name: 404

Name-macID: 1. Xiangxin Kong-kongx9

2. Shuo Zhang-zhans18

3. Shunbo Cui-cuis13

Software purpose: improve the game experience

Software scope: Player can control the snake to eat fruit randomly generated on the panel and its length will increase after eating. Hitting the boundary or its own body will end the game. Currently there is three levels (three different speed).

URL original: <https://github.com/mtala3t/Snake-Java-2D-Game>

No special hardware requirement---No license required

Language: JAVA

Number of line code: about 700 lines (including space and comments)

Test case: 1. Whether the snake will move after beginning.



2.Can the game terminate after snake hit boundary or itself

3.Snake cannot move opposite to its current direction.

4. whether w/a/s/d will lead the snake point to right direction.

5. Whether snake will grow after eating fruit.

Features added by team: 1. replay function—replay it without exit the program

2. more complicated map

3. more interactive items (e.g. slowing buff--- eating it make the snake move slowly for several seconds…)

4. add score ranking

5. (optional) mode two: snake will always be in the middle and the map details shows during moving.