Serpent

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Serpent is a classic Snake type arcade game, wherein the user controls a serpentine avatar which maneuvers the screen trying to collect food items, while avoiding walls and its own tail. Eating these items causes the serpent's tail to grow longer, thus increasing the difficulty. The basic parts of this project which I plan to design are the graphic system, the game logic, and the user inputs. If time allows, I plan to add sound effects, score keeping, extra game levels, and perhaps an external controller.