

**Course :** Programming Paradigms

**Course Faculty:** Ms.S.P.Panimalar

**Activity:** Gamification

**Teaching Unit :** Unit V

**Topic:** JAVA, SWING

**Learning Outcome:**

Students will be able to create a gaming application using java

### **Game Creation**

Students are recommended to start a project building journey with this classic Snake game as it will help to maintain interest and curiosity throughout the project.

The snake game can be created in different ways & with different rules – however, you can prefer to build the less complex one.

### **Rules:**

The main theme of this game is to feed the snake with tokens (food) in such a way that it is not being touched to the boundaries.

The player will get the points every time the snake eats the token and the final score will be displayed after the completion of the game.

Students can efficiently develop the Snake game in JAVA using OOPs concepts, Swing, etc.

### **Screenshot of Application developed:**

