**Great Computer Challenge 2023
*Visual Programming/Block Coding Using Scratch, Level 2***

# **Background**

SNAAAAAKE!

To play, use the arrow keys to direct a constantly moving snake toward apples that appear on the screen.



# **Guidelines & Requirements**

Demonstrate how to create a program that is functional and interactive.

# **Challenge 1**

Create a snake, that is constantly moving. The snake must move towards the apples, the more apples that the  snake eats, the longer the snake gets and the harder it becomes to keep the snake from crashing into itself or  the edges of the Stage. You can’t slow down the snake, and the game is over when the snake crashes. • Create a snake head that the player can control with the keyboard.

• Create the snake’s body.

• The arrow keys will be used to change the heads direction.

• Because the snake is always moving, the player needs to press a key only once to change the snake’s  direction

• The apple should disappear when the snake touches it and then reappear on the Stage.

# **Judging Criteria**

The programming is executable, it runs and creates an attractive output with all of the requirements:

• It has an interesting background; snake must look like a snake and have a snake head; The snake must  have a body. Because the snake is always moving, the player needs to press a key only once to change  the snake’s direction. The apple should disappear when the snake touches it and then reappear on the  Stage.

• Make sure the body forms a trail behind the snake that gets longer as the snake eats more apples.

• When the snake crashes into itself or the wall the game should be over.



***Have fun and thanks for participating in the***

***Great Computer Challenge, 2023!***