Final Project Check Off Sheet

Project Title: This Snake is Down Right Fierce

Student Names: Charles Hung

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TA Signature/Date:

**Design**

☐ State transition diagrams, Block Diagrams, Code

**Display**

☐ Appropriate map for each game level is extracted from ROM

☐ Sprite outputs variable length snake

**PS/2 Controller**

☐ PS/2 Interface module correctly communicates with controller

☐ Snake responds to directional input from the player

**Game Logic**

☐ Game engine correctly detects collision with walls and obstacles

☐ Game engine correctly detects collision with snake

☐ Location of apple is random

☐ Snake increases length each time it eats apple

☐ Game halts when collision is detected