

# SNAKE20KU

START



Cracow University of Technology

Department of Computer Sciences

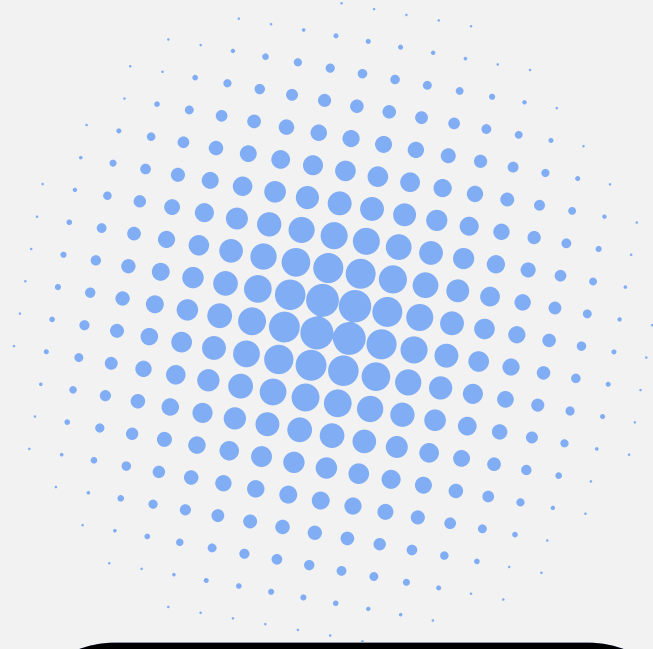


PYTHON PROJECT

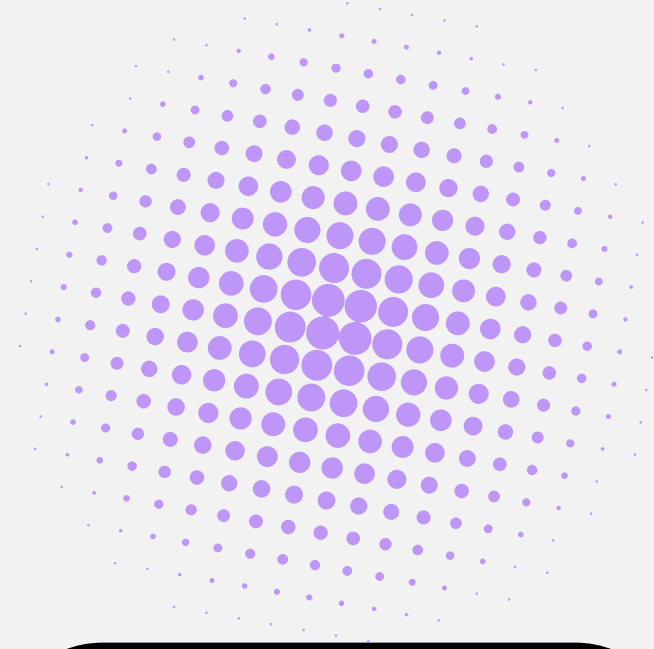
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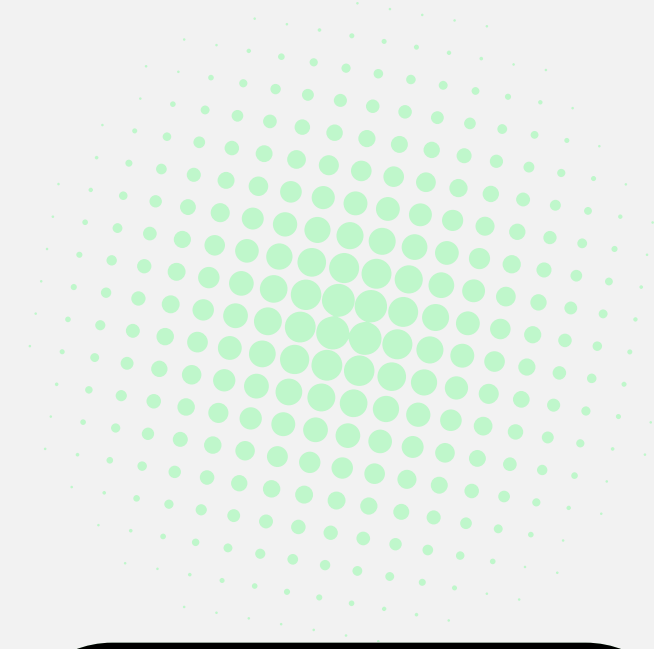
# Introduction



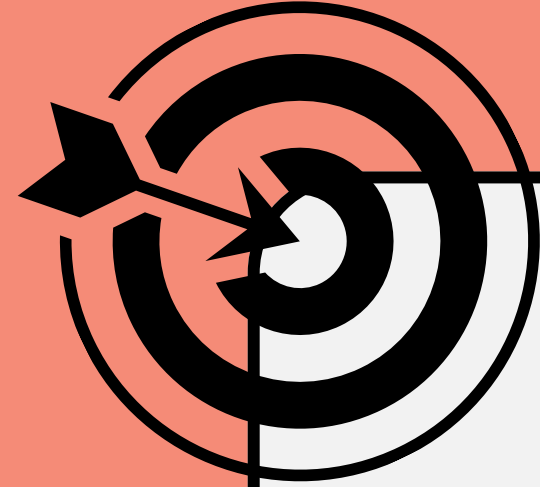
**AIM**



**SCOPE**



**METHODOLOGY**



**DEVELOP AN  
APPLICATION THAT  
ALLOWS USERS TO  
CHOOSE BETWEEN  
PLAYING SNAKE AND  
TAKUZU THROUGH  
AN INTERACTIVE  
INTERFACE**

**AIM**



- **KNOWLEDGE**
- **IMPLEMENTATION**
- **TESTING AND  
DEBUGGING**
- **DOCUMENTATION**

**SCOPE**

- 
- **CODE IN PYTHON**
  - **3 FILES**
  - **LIBRAIRIES**

**METHODOLOGY**

```
import tkinter as tk  
from tkinter import messagebox  
import pygame
```

```
import turtle  
import time  
import random  
from PIL import Image
```

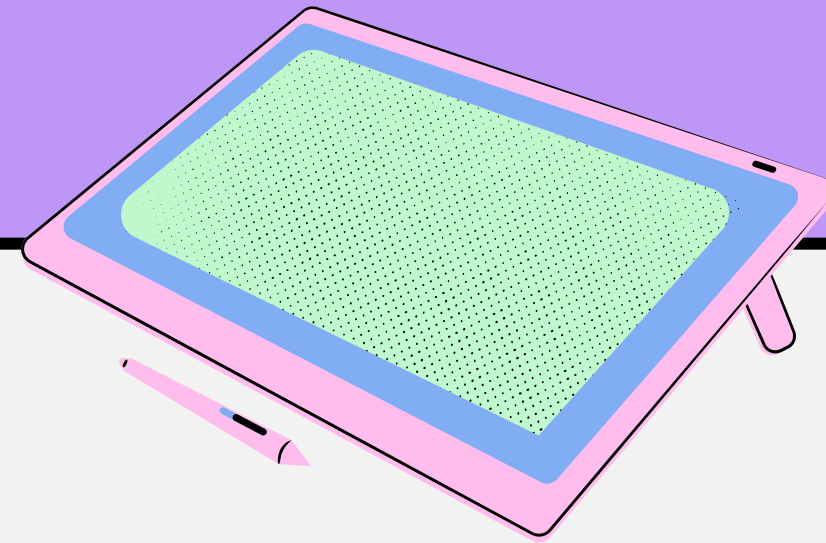
```
import numpy as np
```

A pink notepad icon with a black outline, a small blue tab on the right side, and a black pencil icon at the top. It is positioned to the left of the main text area.

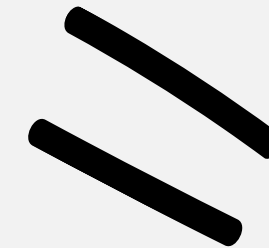
# Rules of the games

? SNAKE

? TAKU2U



# Practical Part



## IMPLEMENTATION



# SUMMARY

**Develop an  
application  
where users can  
choose to play  
games**

**Provide  
practical  
experience game  
development**

**Develop a user-  
friendly  
graphical  
interface**

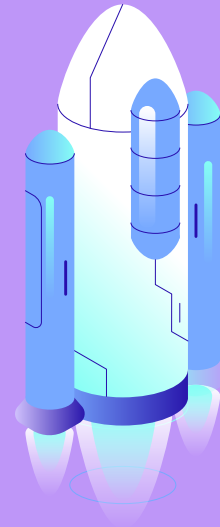
**Incorporate  
images and  
music**

**Apply the  
knowledge we  
had acquired  
throughout the  
semester**

**Learn how to  
work efficiently  
in team**

This project has been a real eye-opener, and we're proud of all the new knowledge and skills we have aquired.





# THANK YOU

Thank you for taking the time to learn about our Python Project.  
If you have any questions or are interested in getting involved,  
please don't hesitate to contact us.  
Together, let's build the future of digital interaction.

