SSSNAKE

# SNAKE, THE GAME

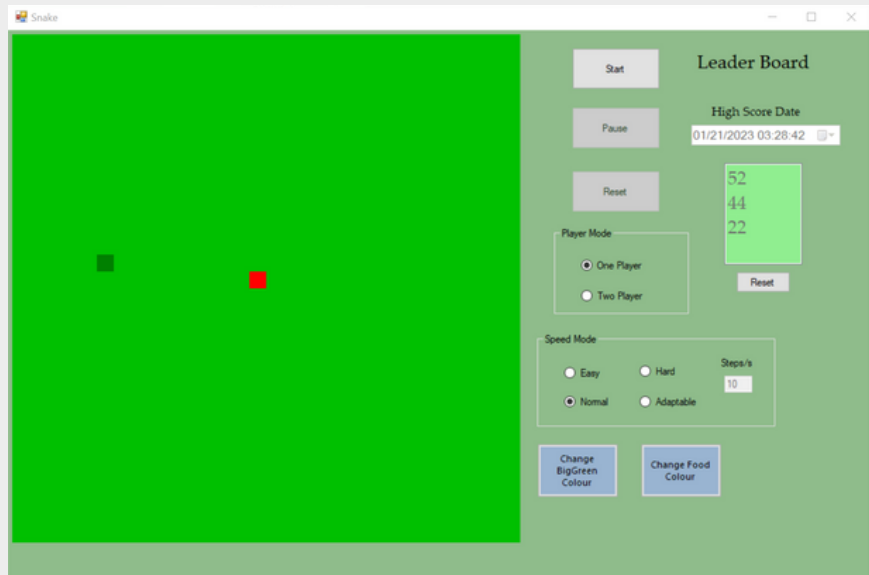DENNIS & NICK

# TABLE OF CONTENTSSS
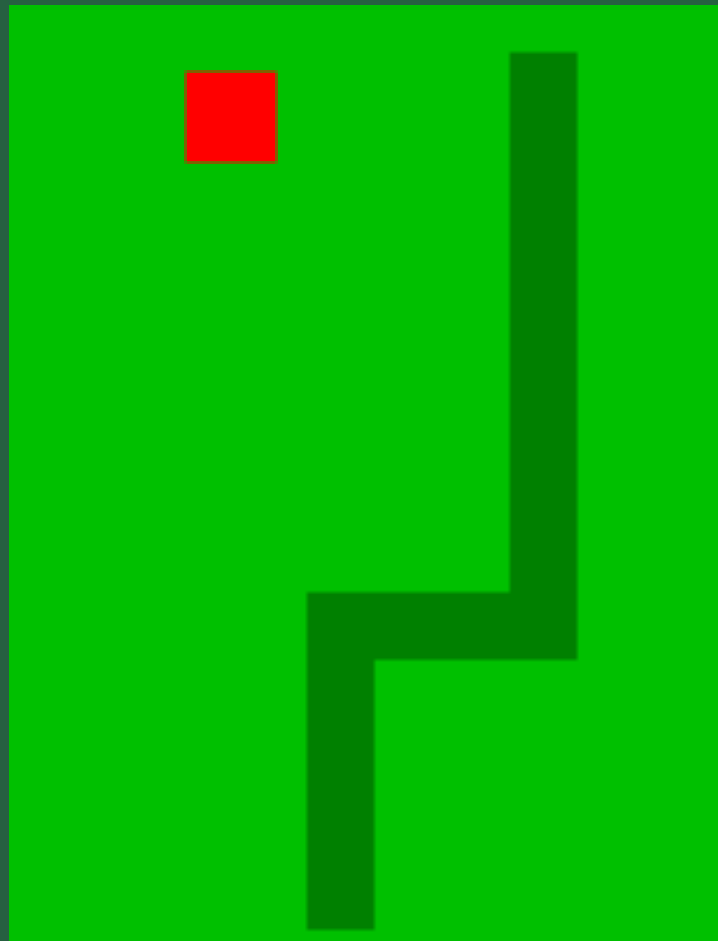
# QUICK SSSTART GUIDE



**1**

**OBJECTIVE:**
The objective of the game is to guide your snake to eat as many food items as possible without hitting the walls or the other player's snake. The player with the longest snake at the end of the game wins.

**2**

**CONTROLS:**
Player 1: Use the W, A, S, D keys on your keyboard to control the movement of your snake.
Player 2: Use the arrow keys on your keyboard to control the movement of your snake.

**3**

**GAMEPLAY:**

The game starts with one or two small snakes on a blank screen.
Food items will randomly appear on the screen.
Each snake grows in length each time it eats a food item.
The game ends if either snake hits the walls or the other player's snake.

**4**

**SCORING:**

You will earn one point for each food item that your snake eats.
The player with the longest snake at the end of the game wins.

What do you call a snake that builds things?
A boa constructor.

# The Objective

Twist and turn your way to the next apple! In this re-imagination of the game Snake, you play as a snake that is hungry and you need to guide him to the apples. However, every time it eats an apple, it will grow as well! Make sure not to hit yourself or the border as the snake gets bigger. The bigger the snake, the higher the score! So make sure to feed this snake as much food as you can and beat the high score of the other players!
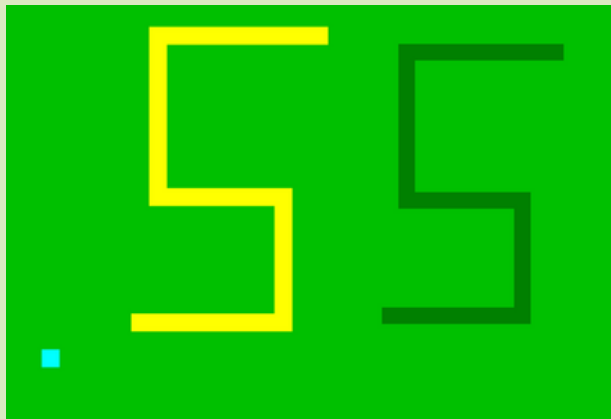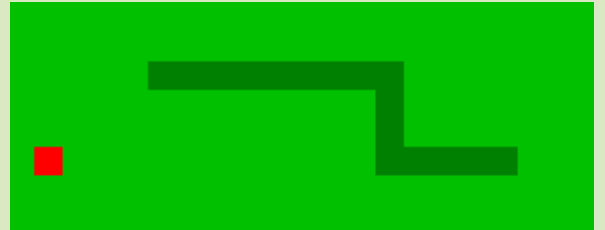
If you want to play with a friend, then you can play 2-player mode with another starving snake! Each of you controls the snake and both of you race to the apple and try to eat it. However, you can hit each other in this mode so make sure to evade the other snake while eating the apples! If you do hit each other, the player who initiated it loses unless it's head-on. If it's head-on, the bigger snake wins so make sure to eat all those apples!

The better player always has the highest score, and each apple adds 1 to the score. If you get to the top of the leaderboard, your date and score gets saved for the other players to beat. So go out there and eat some apples, either on your own or with a friend!

# The Hissstory

The ideas around Snake existed since 1976 with the arcade game Blockade. Blockade is a 2-player game where the players control a line with 4 arrow keys that also bends. To win this game, one player must outlive the other player and a player loses by either hitting the wall or the other player. There were several clones of Blockade made for multiple different systems.

The first game that most resembles the one we know today was released in 1982 as Snake Bite for Atari 8-bit computers and the Apple II. It is a single player game and introduced the mechanic of eating apples, where the snake grows every time an apple is eaten. The apples would generate in predetermined spots and there were 28 levels. With this new mechanic, more snake versions were created, such as Nibbler where the snake travels through a maze.

The final major change came in 1991 with the release of Nibbles, which added obstacles to the game, which didn't end up sticking around much. The game then evolved by making it only 1 level and have the apples randomly generate.

The game has been rereleased numerous times on almost every platform available, but some of the notable ones are the Nokia versions that are on a majority of their phones and the google browser version. It has inspired multiple spinoffs and games that reuse its gameplay in different ways, such as Slither.io.
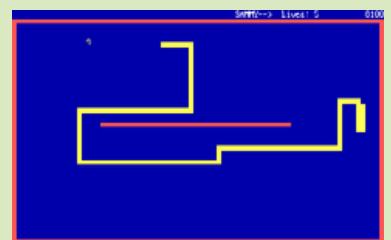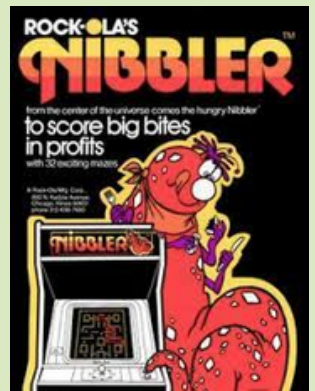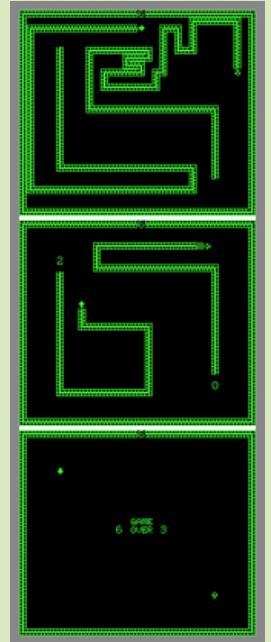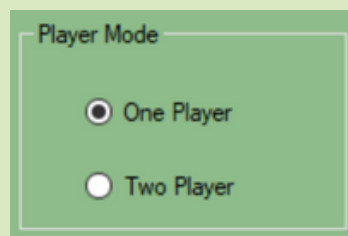
# The Controlsss
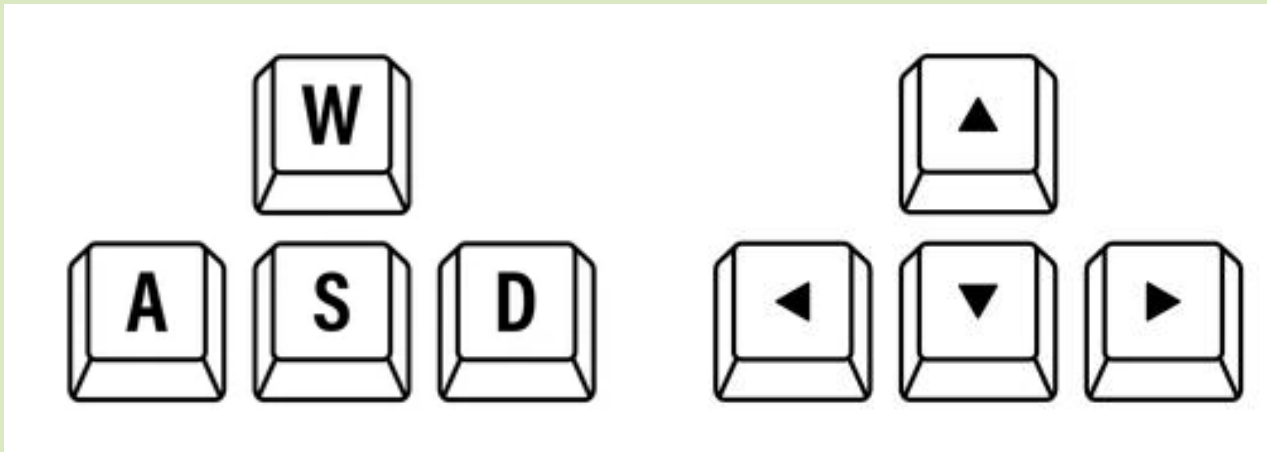
## Single Player:

Use the W, A, S, D keys on your keyboard to control the movement of your snake.

- **W** moves your snake up,
- **A** moves left,
- **S** moves down,
- **D** moves right

## Player Mode:

Select whether you would like to play in single player mode or two player mode

**Player Mode**
- ⦿ One Player
- ◯ Two Player

## Two Player:

Use the arrow keys on your keyboard to control the movement of your snake.

- ↑ moves your snake up,
- ← moves left,
- ↓ moves down,
- → moves right

Who is a snake's favorite author?
William Snakespeare.

# BUTTONSSS

## START, PAUSE, CONTINUE

The Start button is used to begin the game when the game is first loaded or when the game has been reset or paused. Clicking on the Start button will start the snake moving and the food will appear on the screen.

The Pause button is used to temporarily stop the game in progress. Clicking on the Pause button will pause the snake's movement.
The game can be resumed by clicking on the Pause button again.
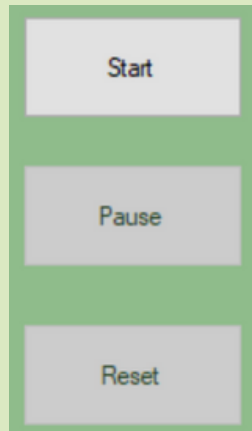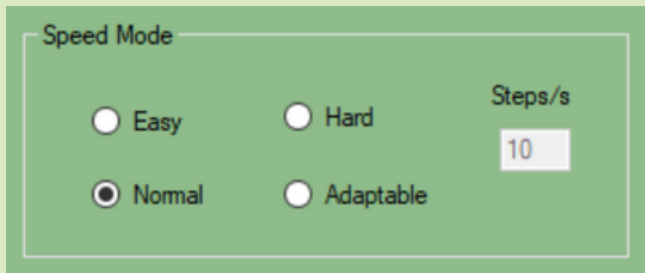
| Start |
| Pause |
| Reset |

## RESET

The Reset button is used to restart the game from the beginning.
Clicking on the Reset button will reset the game and the snake will return to its original position.

The score will be reset to zero and the player will have to start over.
These buttons should be visible on the screen during the game.

## SPEED MODE

There are 4 speed modes to choose from,

**Speed Mode**

- Easy    - Hard    Steps/s
- Normal  - Adaptable   `10`

- Easy – Good to start from if this is your first time playing, snake moves 5 steps/s
- Normal– The usual speed of the game, use this mode for typical gameplay, 10 steps/s
- Hard– If you're looking for a challenge, use this mode, 20 steps/s
- Adaptable– As your snake gets larger, the steps/s increases

## COLOUR CHANGE

| Change BigGreen Colour | Change Food Colour | Change GreenTheSecond Colour |

Use the buttons provided to change the colour of your snake and the food, notice that a change will also be reflected in the colour of the button itself as well.

A button for the second snake colour change is available in two player mode only

## LEADER BOARD

### Leader Board

**High Score Date**

`01/21/2023 03:28:42`

```
52
44
22
```

Reset

Displayed are the top 3 high scores
The topmost score displays the date and time it was achieved as well
To reset the leaderboard, use the reset button, note that it will not reset the top score or date.
The score is calculated by the length of your snake, starting at one.
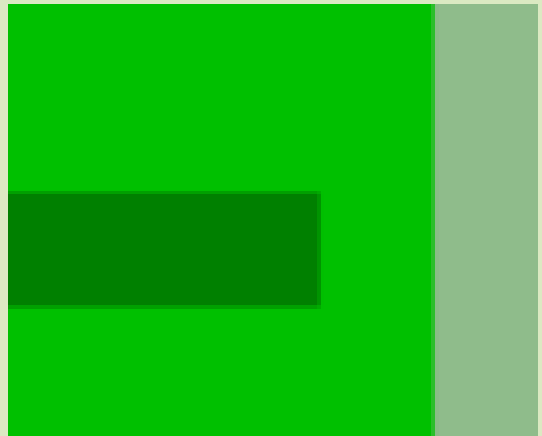
What do you call a funny snake?
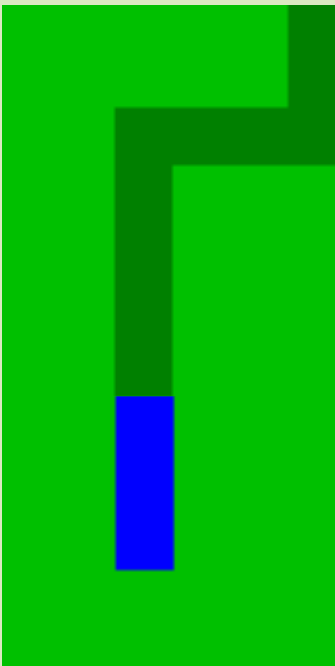Hisssssssterical.

# COLLISIONSSS



## SELF

If either player's snake collides with the walls of the game area, that player loses the game.
If the other snake dies at the same time, it is a tie



## WALL

If either player's snake collides with its own tail, that player loses the game.
f the other snake dies at the same time, it is a tie



## OTHER SNAKE

If either player's snake collides with the other player's snake, the player whose snake made the collision loses the game.

In a head-to-head collision, the bigger snake wins.
They will tie if they are the same size, or hit each other's tails at the same time
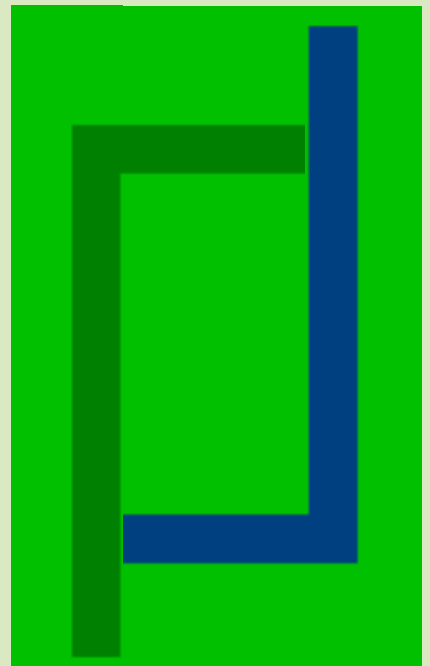
What do you get if you cross two snakes with a magic spell? Addercadabra and abradacobra.