

# SNAKY PARTICLES

Webfest 2015 @ CERN



*The TEAM*

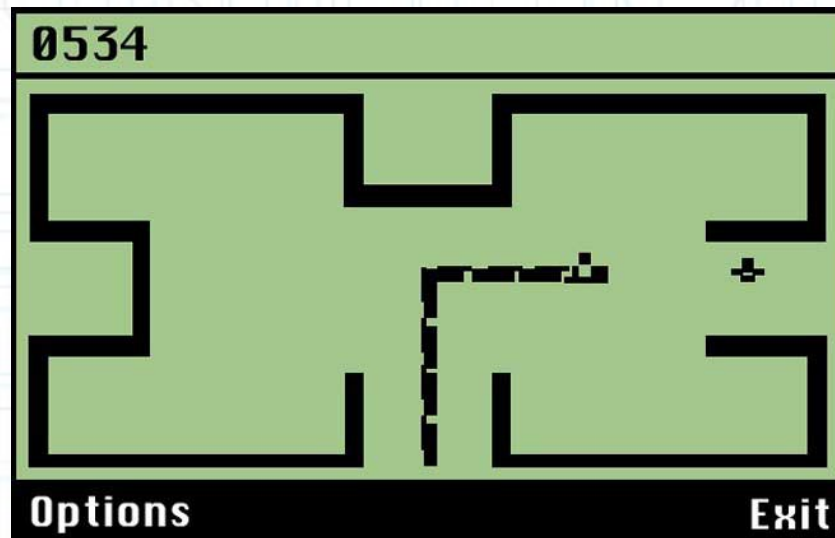
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# The Idea

- create an educational particle physics game based on the „historic“ game play of Snake



# The Goals (before)

- create a singleplayer
  - animations of the snake consisting out of single scientists
  - collect particles which can decay
  - get more members to your collaboration
- create a multiplayer



# The Goals (achieved)

- a demo game is working
  - the scientists are animated
  - the snake is growing due to eating particles
  - particles are able to decay
  - an educational part is included

# Future Improvements?

- many improvements possible
  - integrate more particles with a greater variety of decay modes
  - based on the singleplayer expand to a multiplayer version with competing snakes alias collaborations

# The Game

- let's try it now...

