

Snake

User Manual

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1. Rules of Snake

This classic snake derivative is very close to the original.

Point are earned by consuming green dots.

Each time a green dot is consumed the score will increase and the snake will grow by one segment.

When the snake reaches a predetermined length the speed of the game will increase.

To decrease the speed a red dot can be consumed, this will cause the snake to lose one segment.

But be careful, consuming a red dot when the snake has only one segment will mean an immediate Game Over!

The game will also end as soon as the snake come into contact with any of the sides of the board or with its own body.

2. Starting the Game

To begin a new game of snake, simply start up the game and click New Game on the main menu. You'll begin in the centre of the level with a head-only snake.

3. Controls

Note on Movement: You only move the head of the snake. When you move the head, each part of the snake will perform the same directional movement at the same location as the head did.

The key bindings are standard WASD.

Key

W - Move the head upward.

A - Move the head left.

S - Move the head downward.

D - Move the head right.

Escape Action - Return to the main menu.

4. High Scores and Scoring

The game will record the ten highest scores attained. These can be seen in the high scores interface, navigable from the main menu.

Scoring equation

Let S be the final score

W_g be the number of green dots collected.

W_r be the number of red dots collected.

$$S = (10W_g + 5W_r) * W_g / (W_r + 1)$$