

### Solo Group:

- Game Objective:
  - The aim of the game is to grow the snake to its maximum length by consuming food items. The snake increases in length by one unit each time it eats a piece of food, and a new food item appears on the board after consumption.
- Initial Snake Size:
  - The snake starts with a length of 3 units, consisting of one head and two body segments.
- Field Size Limits:
  - The minimum size of the playing field is 5x5 squares, while the maximum size is 25x25 squares. Users are informed about these size constraints to set their expectations.
- End Game Conditions:
  - The game ends if the snake collides with an obstacle or with itself, indicating a failure to progress further.
- Additional Information:
  - Solo players are solely responsible for maneuvering the snake through the playing field, avoiding obstacles, and strategically consuming food items to maximize snake length without causing a collision.

### Two-Person Group:

- Additions to Game Objective:
  - The primary goal remains the same: to grow the snake to its maximum length while avoiding obstacles and self-collision.
- Additional Features:
  - Players can collaborate to control the snake's movements, enhancing coordination and teamwork.
  - The playing field remains the same size, but obstacles may increase in complexity or frequency, requiring coordinated efforts to navigate effectively.
- End Game Conditions:
  - Game ends if the snake collides with an obstacle or with itself, signaling the end of the collaborative effort.
- Collaborative Gameplay:
  - Players must communicate and strategize effectively to ensure smooth navigation of the snake and maximize their collective score.

### Three-Person Group:

- Additions to Game Objective:
  - Players continue to aim for maximum snake length while navigating through the playing field.
- Advanced Gameplay Elements:
  - The playing field may feature additional challenges such as moving obstacles or restricted pathways, requiring strategic planning and coordination among team members.
  - Players may encounter intermittent challenges or bonuses that affect gameplay dynamics, adding unpredictability and excitement.
- End Game Conditions:
  - Game concludes if the snake collides with an obstacle or itself, ending the collective effort.
- Team Dynamics:
  - With three players, collaboration becomes even more crucial as each member contributes to the snake's movements and decision-making processes.

#### Four-Person Group:

- Additions to Game Objective:
  - The primary goal remains consistent: to guide the snake to its maximum length without encountering obstacles or self-collision.
- Expanded Gameplay Complexity:
  - The playing field may feature dynamic elements such as changing terrain or environmental hazards, challenging players to adapt their strategies accordingly.
  - Additional obstacles, bonuses, and interactive elements are introduced to heighten gameplay diversity and engagement.
- End Game Conditions:
  - Game ends if the snake collides with an obstacle or itself, marking the culmination of the collaborative effort.
- Team Collaboration:
  - With four players, effective communication and coordination become essential for navigating the increasingly complex playing field and maximizing the team's overall performance.