Non-Technical Screencast

My game is called Snake Eater. It’s similar to snake as your objective is to go around to screen and eat the red squares and try not to crash into a wall or into yourself. It plays audio files throughout the game.

After the introduction screen, use the arrow keys to direct yourself around the screen. Avoid bumping into any walls or yourself. Press esc if you want to quit the game. Press m if you was the music off. If you die, press any key to start again.

My system won’t allow for an intro screen.

Audio files are failing to play.

Better graphics

Fix the problems

Add an option for speed

Technical Screencast