Christian-Thomas Douglas De Guzman Johnson

Andrew Webb

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<div align="center">CSC2463 Final Documentation</div>

I recreated the classic snake game by using an Arduino and P5.

Demo

Instead of arrow keys which are a binary movement, I used a joystick attached to the Arduino in order to control the direction of the snake. Because the joystick has a more flexible movement system, I am allowed to traverse diagonally, which adds a new interesting element to the game.

The (white) snake moves around the (blue) grid and tries to obtain the (red) fruit in order to increase its size. The longer your snake is, the better your score. When the user obtains a score of 3, both the music and speed of the snake pick up, and the same thing happens when the user obtains a score of 5. This way, the game increases in difficulty and challenges the user to adapt.

Arduino joystick design: