

# Game Snake



Team DSI

IS2107

Graphics and Visualization

UNIVERSITY OF COLOMBO SCHOOL OF COMPUTING

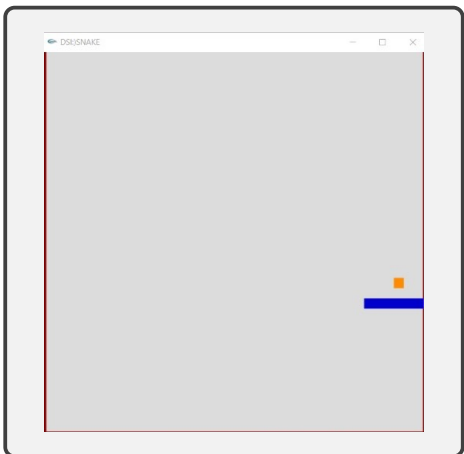
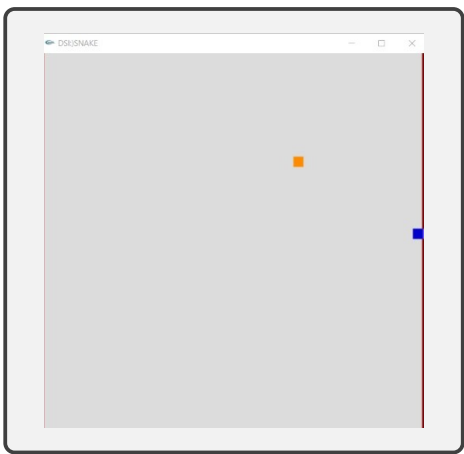
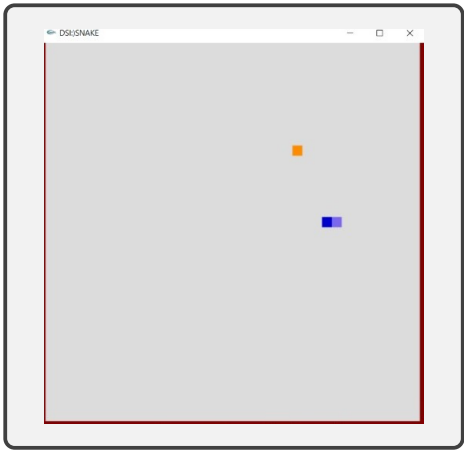
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- ***Introduction***

The following is an example game written in C using open GL and that game based on the game called 'Snake'. This game around since the earliest days of home computing and has re-emerged in recent years on mobile.

- ***Concepts***

- To reinforce many of the C and open GL programming language concepts you have already met.
  - To provide valuable experience we can select game modes such as easy, normal and hard.
  - To provide three levels this game, and game comes from easy to hard level by level.
  - To provide interface for select game mode of this game, hence we can provide user friendly GUI for users.
- To move the snake, use 'up arrow' for going up, 'down arrow' for down, 'left arrow' for going left and 'right arrow' for right. press 'ESC' to exit game at any time.
  - The aim of the game is to collect the dots (food) and avoid the obstacles (crosses, borders and the snake itself). As you collect food, the snake gets longer, so increasing your likelihood of crashing into yourself. When you have collected enough food and got 50 points you have selected onto the next level.
  - Users can collect scores depend on length of snake and number of 'x' obstacles on the screen.
  - The speed increases every three level.
  - There is no concept of lives. Hence you hit the outline border or box in middle, these are, game over.



- *Technology*

- Used dev++ (c++) and Opengl to make this game and game run on windows.
- Simple opengl graphics are used to display the images of the related objects in the game.
- Some of graphics commands are used in it.
- Built in library of dev cpp.
- Different functions.