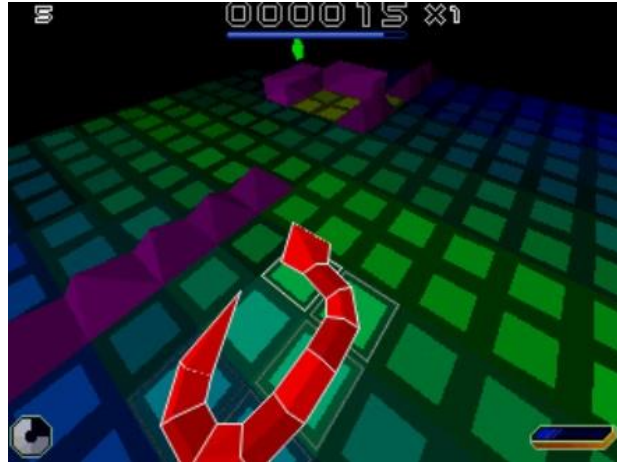


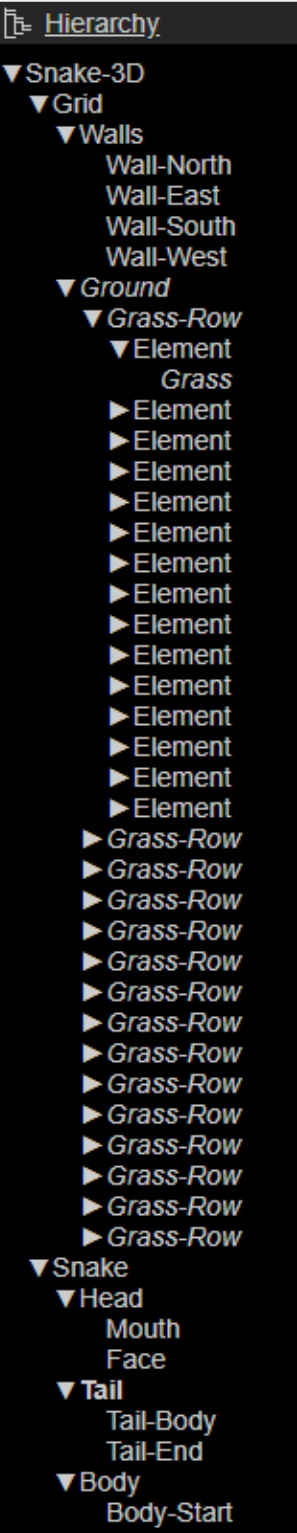
Snake 3D

Ein Paar Ideen-Inspirationen:



Grundlegendes:

- Weitestgehend Snake-Regeln sprich:
 - Bei Kollision mit sich selbst oder der Wand = Game Over
- Steuerung über WASD bzw. Pfeiltasten
- Wachstum bei essen jeder Frucht
- Sound: Hintergrundmusik; Essgeräusche (Lautstärke einzeln anpassbar)
- Vorerst eine Ebene

	Bezeichnung	Inhalt
1	Units & Positions	0 is the bottom left grid point and 1 is the measurement for any other grid points
2	Hierarchy	<div>  <p>On runtime more Nodes gets added to the <i>Body</i>-Node. And a the <i>Food</i>-Node gats attached to the <i>Snake-3D</i>-Graph.</p> </div>
3	Editor	All the initial design is done in the editor, whilst the extension of the snake is better done by coding. The <i>Food</i> is also done by Code to add an CustomEvent.

4	Scriptcomponents	The movement of the body is done by SC, because of the turning were every <i>body-part</i> now moves in a different direction till the point of turning
5	Extend	<i>BodyPart</i> is an extension of ComponentScript; <i>GameState</i> extends the Mutable-Class; <i>Food</i> extends the Node-Class
6	Sound	Snake-Thema-Music & Eating-SFX & GameOver-Music - the Listener is placed on the Head-Node to follow the Head
7	VUI	Sound Control for the Thema-Music + Game-SFX
8	Event-System	A <i>CustomEvent</i> gives the signal for the food to reposition, and another event handles the extension of the body.
9	External Data	The speed-factor for the movement is saved in a <i>config.json</i>
A	Light	I placed two <i>Directional</i> lights in a way where edges of the mesh are visible. And a little bit of <i>Ambient</i> light to not leave any surface black.