Snakes: A user manual

The program is a version of the game Snake for two players based on the MZ_APO board.

Main menu

When the application is launched, players initially see the main menu with three options:

- "Start" launches the game with the currently selected level and speed.
- "Options" opens the options menu.
- "Exit" exits the application.

Players can change the selected options by rotating the green knob. Players can select an option by pressing this knob.

Options menu

The options menu can be opened by selecting the corresponding option in the main menu.

There are two parameters: speed and level. By rotating the green knob, players can change the currently adjusted parameters and configure their values by rotating the blue one.

To save the values and return to the main menu, players should press the green knob.

Gameplay

There are two snakes in the game scene. The red one can be controlled by rotating the red knob, and the blue one by rotating the blue knob.

Snakes have three stages of health, which indicated by the green, blue, and red RGB LED, respectively. If a snake receives damage while at the red stage of health, it loses the game.

A snake receives damage when its head collides with another snake or an obstacle. After receiving damage, the snake gets a brief period of invincibility.

The players' goal is to eat seventeen red apples that spawn on the map. The player who eats them first wins. The current progress of the red snake is shown on the left side of the LED line, and that of the blue snake is shown on the right.

In-game menu

The in-game menu can be accessed by pressing the green knob. It pauses the game until players choose to continue or return to the main menu.