Project Proposal: Game

Snake game in which you control the snake on the screen to catch as many apples as possible trying to do the maximum score and survive the most time possible while avoiding enemies coming in your direction from time to time.

Functionalities desired

- Main menu to select between Start Game and Exit Game.
- Game with Snake who moves on the screen horizontally or vertically.
- Apples that spawn randomly on the screen and give points.
- Enemies that walk on the screen and can kill the player.
- Press ESC to go to the menu.
- Time and score presented on the screen.
- Mouse right click pressed to eat apple left click to kill enemy.

Devices used

Timer:
- Controls the fps of the game.
- Defines the time between enemies spawns.
- Shows the game time on the screen.

Keyboard:
- Controls the snake movement which can go up, down, left, or right.
- Press ESC to quit to the main menu.

Video Card:
- Draw the snake.
- Draw enemies.
- Draw apples.
- Draw cursor.
- Draw main menu.

Mouse:
- Use the mouse to select the main menu.
- During the game press right click to eat apple.
- During the game press left click kill enemies.

Workplan

Week 1 - Add snake that moves on the screen.

Week 2 - Add cursor and main menu.

Week 3 - Add apples to the screen, score system, and time on screen.

Week 4 - Add enemies.

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