



- I have made a android game which is named as EATER GAME.
- I have create this game in unity game engine.
- Unity is a platform which is useful for making games.
- In this game there are many objects, graphis and sound effects are used for creating such a creative application and attracting more and more users.
- In this game there were 3 characters named as: 1) user(snake),
2) food,
3) poison

In which food and poison will generate on random place.

- For creating this game I have use C# language for coding.
- using this coding I have created an algorithm such that snake is going to eat the food & update and increase the point for user.
- user can get more & more point by eating food.
- unfortunately If user(snake) eat poison it will destroy and game will end.
- If user(snake) will eat all foods then it will complete the level and win the game.
- their is also have a button named "How to play" Which is useful for get training and get help for user.

1. Easy Level

In which snake take 15 food in random position and there is no given any poison and boundary so that users have Opportunity to get more and more points and there snake never distroy.

2. Medium Level

In which snake take 15 food in random position and no given any poison but boundary is given to user so that users have to take note that they should not touch thid wall. otherwise snake will distroy.

3. Hard Level

In which snake take 15 food in random position and given all poison and boundary so that users have to play with full concentration and safely. Even if snake will eat poison or touch the wall they will out and snake will destroy and game will end.



unity

