

Elizaveta Socican

Programming Coursework\_1 – 2019

[https://github.com/felizasv/CW\\_1\\_E\\_Socican](https://github.com/felizasv/CW_1_E_Socican)

## **This project contains:**

### **1. Unity Project:**

A Snake Game with the basic mechanics - movement, rotation, food collection and scoring.

The components are:

The main scene "scenemod". (*Don't forget to open it in order to play the game!*)

The script SnakeController

All the objects are prefabs.

Materials for the object

### **2. Four Tutorials:**

The tutorials are based on the Snake game mechanics and are as follow:

Tutorial 1 - Snake Movement [a link](#)

Tutorial 2 Snake's Tail Following [a link](#)

Tutorial 3 Collecting the food and increasing the Snake's length. [a link](#)

Tutorial 4 Game Over screen and Counting Score. [a link](#)

### **3. Programming Task Log [a link](#)**

### **4. Learning Journal**