Nathan DeVera // CSE 1341 // Professor Donya Quick // Fall 2016

"Come one, come all to the wonderful life of Hissy the Snake! In his tumultuous life, Hissy has one goal: to get all of the Gains he can to be as 'swole' as all of the other snakes in the land."

Instructions & Guidelines:
- Direct Hissy throughout his life to eat the Gains (Yellow/Red colored object).
- Stay away from the Green Poison! While it won't kill Hissy, it will cause him to get incredibly sick and lose his gains.
- Heading towards the screen borders? Hissy will go off one side and return on the other!
- If you cause Hissy to run into himself, he will die and the game will be over. However, worry not! You can restart his life with the touch of a button.

Key Interaction:
- Use the arrow keys (Up, Down, Right, Left) to direct Hissy.
- Press any key to restart the game once the game is lost.

When the snake's head encroaches onto the food, another link is added to the snake ArrayList length (ie. The snake grows longer, like in traditional snake). The player's progress is visually tracked in the upper right hand corner of the game, updating a current score as well as a best score.

This game is also a bit of a twist on the traditional snake game. Rather than having the snake only be accompanied by food to eat on the board, this game includes "Green Poison" that, when eaten, causes the Snake to lose its added links by clearing the ArrayList (ie. Cutting the snake's tail off) but still keeps the current game going. I utilized inheritance by having the SnakePoison class be an extension of the SnakeFood class. The position of the poison is completely randomized after being accidentally eaten in order to add an absolute wildcard to the gameplay. This is contrary to the food that is randomized also but checks to make sure that it does not spawn on the snake. Like traditional snake, if the snake runs into itself, the game will be over. However, I added a black background to appear upon game over with a message to the player stating that the game has been lost. It also includes instructions on how to restart the game.

In the vital and integral aspects of the game, I felt it important for there to be sound to immerse the player. When the snake eats the food, a "burp" wav file is played. When the snake eats the poison, a "cough" wav file is played. When the snake dies, the Mortal Kombat "fatality" mp3 file is played.