This game is a bit of a twist on the traditional snake game. Rather than having the snake only be accompanied with 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 but still keeps the current game going. The position of the poison is completely randomized after accidentally eaten in order to add an absolute wildcard to the gameplay. 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 important 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.

“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 (\_\_\_ color objects).
* Stay away from the Green Poison! While they won’t kill Hissy, they will cause him to get incredibly sick and lose his gains.
* 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