Product vision:

For people who use computers frequently in daily life. we provide a small game named Greedy Snake that can be leisure and competitive to meet people's different needs . It does not have strict requirements on network connection and computer memory requirements, which can meet people's free play in different environments in their leisure time.

Scenario 1:

Li Hua’s scenario:Li Hua spent his boring time playing snake

Li Hua is a college student. His major requires that he often use the computer. Sometimes he is bored between classes. He hopes to have a small game to relax for a while. However, the network signal in the classroom of the school is very poor, and he does not want to consume too much power of the computer by playing games. At this time, he can play a stand-alone game, Greedy Snake, to pass the time, it does not need to connect to the network, and the operation is simple, easy to open and close.It just very suitable for leisure time to play.

Scenario 2:

Li Lei’s scenario:Li Lei playing snake to get a higher honor in the game competition

Li Lei is a college student.He likes to play some competitive games with rankings. He thinks his reaction and judgment are outstanding. He always wants to get higher scores in the game to satisfy himself in his free time. But with the compression of his spare time, he has less and less chance to win the ranking through large-scale games. At this time, he can play Snake game, which has racing mode, small and convenient, but also has a challenge to the player's coordination and response ability, so as to meet Li Lei's needs.

Features of our software:

A feature that allows users to play games without connecting to the Internet.

A feature that allows users to choose different modes to enrich your game experience.

A feature that allows users to play race mode and challenge themselves to get higher scores.

A feature that allows users to set window mode for free play, or set full screen mode to challenge yourself without interference.

A feature that allows users to get their reward when their score reaches a certain level.