**Team name and list of team members**

**Team "Mojo Jojo"**

1. Zdravko Botushanov (cooldudedude)
2. Tsvetan Manev (mage3)
3. Rosen Todorov (RosenTodorov)
4. Nikola Bozhkov (NikolaB)
5. Tsvetan Tsonev (tsetsin)

**Project explanation**

**Project description**

The project represents a console game called “Multi Snake” written in C# programming language. The game is similar to the popular “Snake”, but offers a multiplayer, some improvements in the gameplay and a different user experience.

**Gameplay**

The main goal in the game is, by controlling the movement of the snake, to find and eat an apple (marked as + sign), which is randomly located on the playground. In each moment there is only one apple in the field. When the apple is eaten, the next one appears on a different place.

The multiplayer game is for two snakes controlled by two players. Both of them should compete with each other and try to reach and eat the apple before the opponent does. If one of the snakes bumps into other’s tail, it teleports to the starting point with two pieces shorter tail. Each piece of the snake, including the head, equals to one score point. Both of the snakes begin with the score of seven points and every eaten apple add one point (one piece to the tail).

The players should avoid bumping the snakes into obstacles (marked as X), playground borders and their own tails as well. The snake, which dies first, lose the game. If the two snakes collide head to head, the one with a higher score wins the game.

**Controls**

Snake 1 Snake 2

Up - Up Arrow Up - W

Down - Down Arrow Down - S

Left - Left Arrow Left - A

Right - Right Arrow Right - D

Pause – Space bar

**The URL of the TFS repository**

<https://zdravko7.visualstudio.com/DefaultCollection/MultiSnake>