

SNAKE

NAME: NOAM ERLICH

ID: *****

INTRODUCTION

***SNAKE IS A VIDEO GAME GENRE WHERE THE
PLAYER MANEUVERS A LINE THAT GROWS
BIGGER AFTER EATING SOMETHING, TYPICALLY
APPLES, MAKING THE SNAKE A PRIMARY
OBSTACLE TO ITSELF.***

***THE SNAKE IS NOT ALLOWED TO COLLIDE WITH
HIMSELF OR THE SCREEN BORDER.***

INSTRUCTIONS

BEFORE RUNNING THE GAME APPLICATION:

- 1) COPY THE SETTINGS FILE PATH***
- 2) PASTE THE FILE PATH IN LINES 517, 347***
- 3) RUN THE GAME AND ENJOY!***

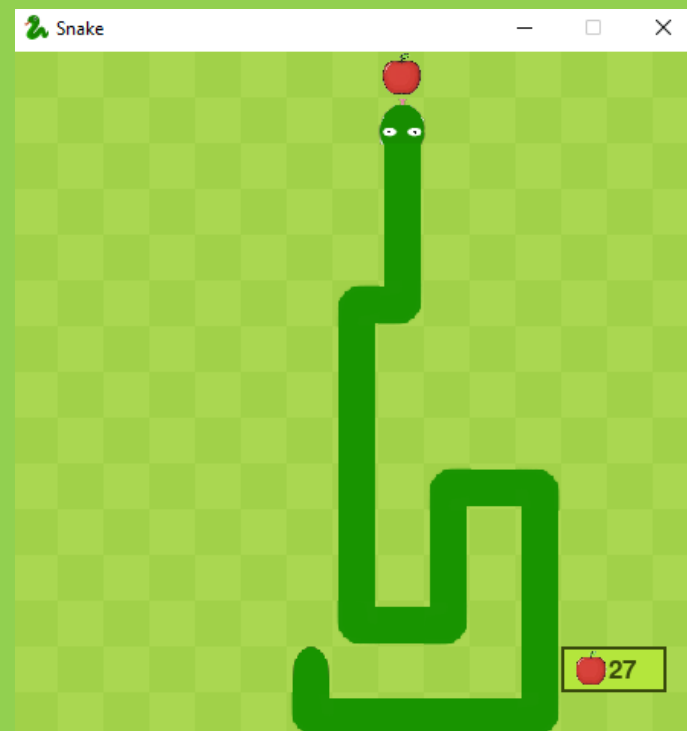
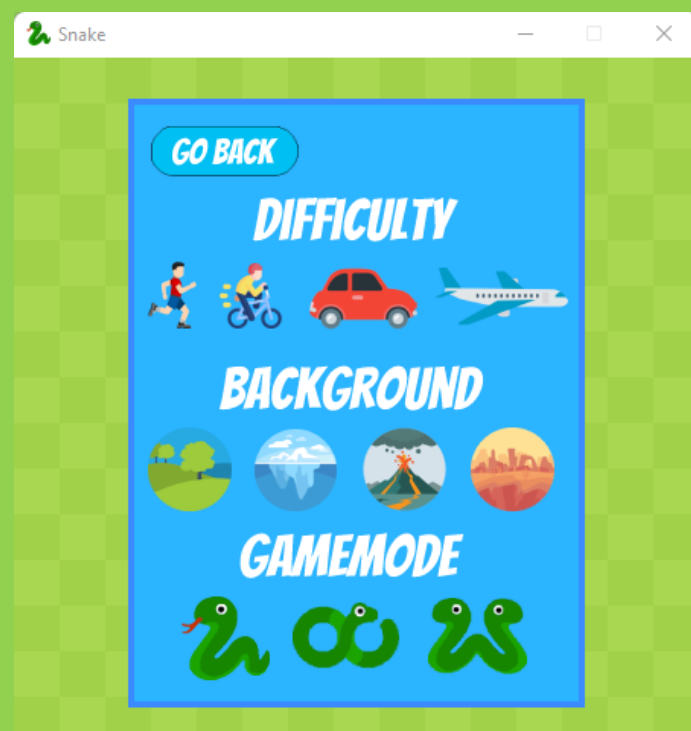
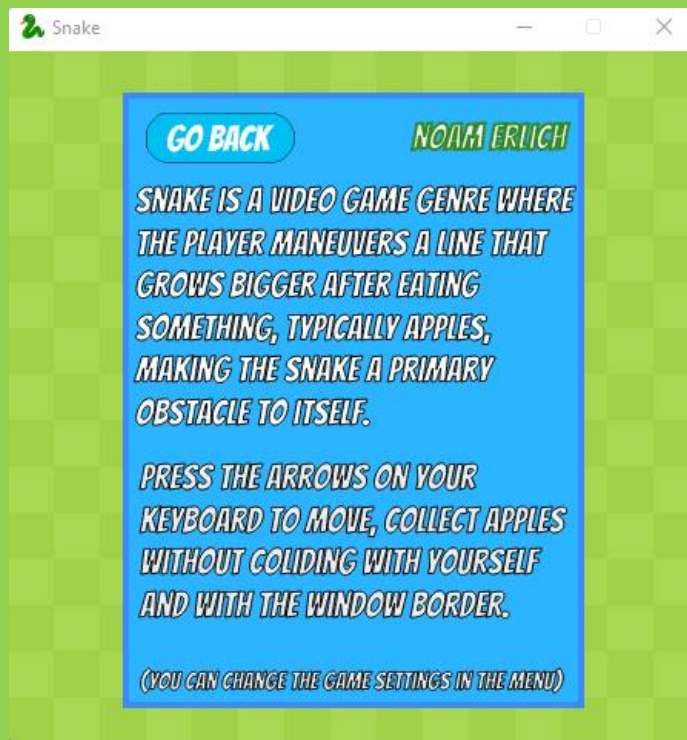
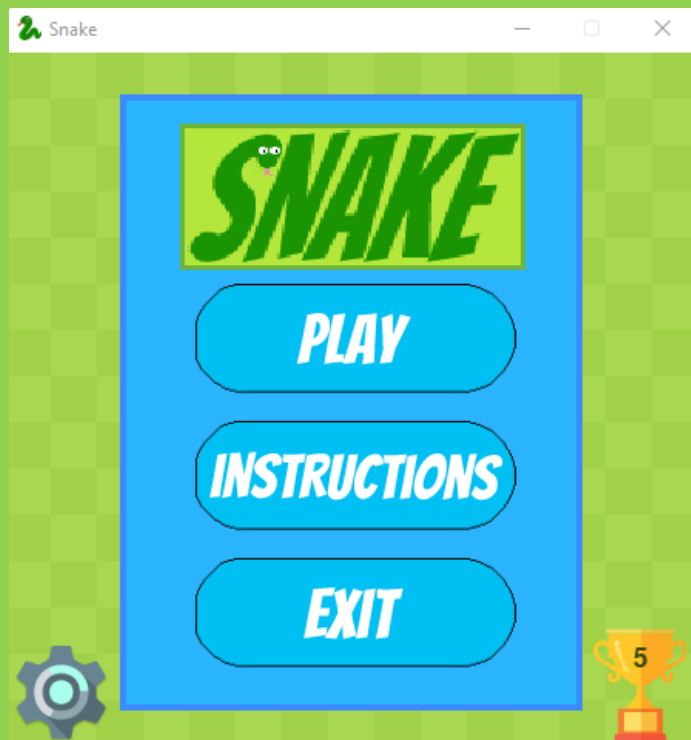
HOW TO PLAY

***PRESS THE ARROWS KEYS ON YOUR
KEYBOARD TO MOVE AROUND AND COLLECT
APPLES.***

***FOR CHANGING SETTINGS PRESS THE
SETTINGS ICON IN THE MAIN MENU.
THERE YOU CAN CHANGE:
THE SPEED OF THE SNAKE (DIFFICULTY),
MAP COLORS(BACKGROUND),
AND 1 GAMEMODE OUT OF THE 3.***

THAT'S IT! ENJOY!

RUNNING EXAMPLES:



PERSONAL REFLECTION

WHAT DID I STUDY?

I LEARNED A NEW GUI ENGINE CALLED PYGAME, AND HOW TO USE IT, I ALSO LEARNED HOW TO USE CLASSES IN PYTHON, AND I LEARNED ABOUT VECTOR2.

WHERE WAS IT DIFFICULT FOR ME?

THE MOST DIFFICULT PART I HAD WHILE CREATING THIS PROJECT WAS TO CREATE THE SNAKE MOVEMENT, THIS REQUIRES A LOT OF PRE THINKING AND EARLY PLANNING

HOW MUCH DID I ENJOYED?

I REALLY ENJOYED CREATING THIS GAME AND LEARNING NEW THINGS IN PYTHON, I HOPE TO DO IT OFTEN, AND MAYBE EVEN IN GROUPS OF PEOPLE, IT WILL BE AMAZING TO MAKE HIGH LEVEL PROJECTS.