

The background of the slide is a grayscale image of a circuit board. It features a complex network of black lines representing traces, with several large black circular pads or vias. The background has a subtle, repeating pattern of concentric circles, giving it a technical and digital feel.

SNAKE vs BLOCK

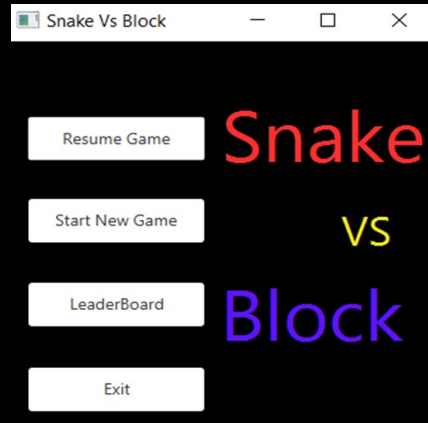
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FEATURES

- **Interactive UI**

- **Main menu screen**

- Play
 - Resume
 - Leaderboard
 - Exit



- **Game screen**

- Player name displayed at top left
 - Player score displayed at top right
 - Option to pause/resume in between game

- **Leaderboard screen**

- Shows the highscores with Player name, score and date created

- **Objects**

- Snake, Blocks, Walls, Shield, Food, Poison(Bonus), Magnet

- **Objective**

- The objective of the game is to save your snake length from getting zero and levelling up to face more challenging difficulty and scoring as high as possible.

- **Functionality**

- **Food** – Increase the length of snake
 - **Wall** – Blocks the left/right movement of snake
 - **Block** – Blocks the upward movement of snake and reduces the snake length by its weight when hit by snake
 - **Shield** – Protects the snake length from getting reduced while active
 - **Poison** – Instantly destroys the block
 - **Magnet** – Attracts the nearby food & adds it to the snake length

- **Instructions**

- **Movement keys**

- A – for moving snake left
 - D – for moving snake right

- **Playback keys**

- P – Pause/Resume
 - Q – Quit

- **Special ability key**

- Space bar – Shoot poison

Transition		
Name	Score	Date
Wolverine	300	2/11/18
Arion	250	2/11/18
Whiplash	200	2/11/18
Izaya	150	2/11/18
Avisionx	100	2/11/18
Predator	50	2/11/18

BONUS FEATURES

- **Snake Poison ability**
 - We introduced a special ability to the game in which if the snake touches/engulfs the poison ball, it would get super power to shoot at the blocks which would result in an instant breakdown of the block hit by the poison, no matter what the weight of the block is, and the score would be incremented as normal.
 - The ability shown in image on right, the head of the snake turns green and it shoots poison of green colour.

