


SnakegamePlus

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Brief Introduction

An advanced version based on the fundamental edition of the snakegame.

Completed by DZX, QJC and XKY in Summer, 2024.

Supported by PDCurses and SFML.

Everything available on [Our GitHub](#).

Players can choose from three kinds of mode in our game: *Single Player*, *Two Players* and *Entertainment*.

Explanations are as follows.

Part I. Single Player mode

In this mode, you'll control a green and white snake by `W A S D` or `↑ ↓ ← →`. Just follow the rules of the classic snakegame except for 3 aspects:

1. **Obstacles:** `o` white square symbolize a obstacle. Please avoid crashing into them, or the game will over. However, you can press `Y` or `y`, which make you deathless temporarily when you're about to crash into the obstacle.
2. **Portal Gates:** `O` which appears in pairs stands for a portal gate. When you travel into one of them, you'll come out from another in the same color.
3. **Blue Food:** `#` in white is just a simple food, while `#` in blue can provide you with a transitory acceleration.

Part II. Two Players mode

In this mode, P1 will control a blue and white snake, while P2 a red and white snake. Everything is the same with *Single Player mode* except that:

1. `Y` and `y` are disabled.
2. Player who scores more points in the limited time will win.

3. Player who crashed into a obstacle or the wall immediately loses.
4. A tie will be reached when one snake's head crashes into the other's.

Part III. Entertainment mode

In this mode, you'll see a large amount of food with different values.

- White food: 1 point
- Blue: 2 points
- Red: 3 points
- Yellow: 5 points

Obstacles, γ and y are reserved, while portal gates are banned. Try to score as many as points as you can within the limited time.

Enjoy our game 😊!