# **­­­ANACONDA IN ACTION**

## ALPHA VERSION

## GROUP 3

GAME INTRODUCTION:  
We're excited to introduce you to our latest creation, Anaconda in Action, which brings a new spin on the classic Snake game. You can navigate your snake through the digital realm and watch its size grow with each bite you take. In this preliminary release, all the features you need are in place - eat some tasty morsels and witness your snake's size grow. There are, however, perilous obstacles to be avoided, so tread cautiously. When a collision occurs, the "Game Lost" page appears, and you can restart the game by pressing restart button.

For now, there is only one functional button working on the main menu of the alpha version - the 'Play' button. Other buttons will work in the full version of game. Also, in the full version we will add sound on collusion and when the snake eats the food. In full version we will add levels and make the game more complicated.

\* **LAYOUT AND GAME OBJECTS**

\* The Basic Layout of The Game which includes Ground and Wall obstacles.

→B00158381—Muhammad Muneeb Nadeem

\* Game object Snake Head and Body Prefabs and colours in the layout.

→ B00158273—Pratham Raina

\* Food Game object and its prefabs.

→ B00158381—Muhammad Muneeb Nadeem

\* Camera Settins And Background

→ B00158273—Pratham Raina

\* **SCRIPTS**

→ Main Menu Script and replay user menu after the snake hits the wall

→ B00158381—Muhammad Muneeb Nadeem

→ Snake functionality And Spawning food

→ B00158273—Pratham Raina

# **­­­ANACONDA IN ACTION**

## FINAL VERSION

## GROUP 3

# **B00158381—Muhammad Muneeb Nadeem- Contribution in Final Version of Game:**

I was responsible for implementing key features that significantly enhanced the gameplay experience throughout the project. In the following sections, I describe my specific contributions to the game.

## **Score Panel Implementation:**

Create the score panel in all levels and implemented the code to display the player's score prominently on the screen. The scoring system was created to increment by 10 points each time the snake consumed food. This addition lets players know their progress.

## **Level Progressing:**

Using the player's score, I implemented the code for level changes. The game will transmit from one level to the next once a predefined score threshold has been reached. As players progress through levels, deeper challenges emerge, when their score reaches 100, the game advances to Level 2, and their score is reset to 100 and when the score reach to 200 in level 2 the level 3 will start form score 200.

## **Particle System Implementation:**

I implemented a particle system to add visual effects and animations to the game. This system was utilized to create dynamic and engaging visuals, such as particle effects when the snake crashes in the obstacle. The particle system significantly contributed to the game's aesthetic appeal.

# **B00158273—Pratham Raina- Contribution in Final Version Of Game:**

## **Audio Integration:**

I played a crucial role in enhancing the overall gaming experience by integrating audio elements into the game. This includes background music, sound effects for actions like food consumption and snake crashing in the obstacles. The audio elements were carefully selected to complement the gameplay and create an immersive environment.

## **Obstacle Avoidance For Food:**

In order to improve gameplay dynamics, I implemented code that prevents food from spawning on obstacles. This forces players to strategize their movements and avoid collisions with obstacles.

**Level Layout Design**: I took responsibility for designing the layout of different game levels. This involved creating visually appealing and challenging environments for players to navigate through. Each level was carefully crafted to present unique challenges, keeping the gameplay interesting and varied as players progress through the game.

Building upon the level layout, I implemented dynamic challenges within each level to maintain player engagement. These challenges may include varying speeds of the snake and increased number of obstacles as levels progressed. The goal was to keep the gameplay dynamic and encourage strategic thinking.

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