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SNAKE VS BLOCKS

MADE BY PRATIK PATHAK AND KANISHK RANA



DESIGN

The Main Menu comprises of Play Game, Resume Game, Leaderboard and Exit Game Option.

Leaderboard Page has an option to add your name and HiScores obtained by the players of this game are

Pressing the Play Game Option takes you to the game screen where you have a snake of fixed length 5.

In the gameplay you earn your points by destroying blocks and to help you in your journey you would have a

Shield: To shield you from damages taken during destroying the blocks

Magnets: Automatically collect the balls for increasing the size of your snake

Destroyer: Destroy all the blocks on the screen

Balls: Increase the length of your snake

The game ends once you hit a block that has greater weight than your snake's current length.

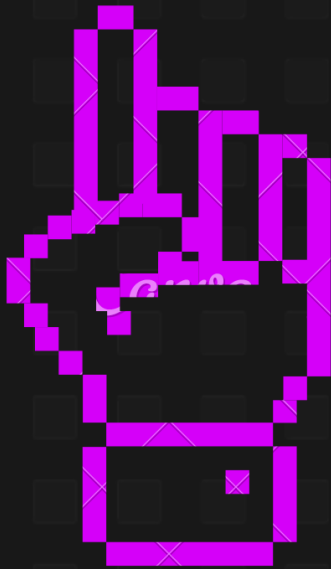


IMPLEMENTATION

The Leaderboard is implemented by Observable List.

Game Logic works on the Animation Timer where a gameloop has been called which has essential functionality of rendering game objects such as balls, shield , magnet, snake and sound effect after destroying the blocks. The rendering of random objects is taken care by logic which has random generator class at its heart.

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CONTRIBUTION

Pratik Pathak: Game logic classes viz Test
HomeScreen,Snake,Tokens and Balls

Kanishk Rana: Leaderboard Class, Layout of the
Game, Home Page Elements, Confirm class,
Styling and Music Components,JavaDocs



Best Features

ARCADE MUSIC
EASY TO CATCH GRAPHICS

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THANK YOU!

WE HOPE YOU LIKED OUR PROJECT

