Rachid’s Escaped Snakes 2.0 README

**About**

This project was an entry for the mini jam on itch.io. To learn more about the mini jam please visit <https://itch.io/jam/mini-jam>. I decided to enter the jam because I found the concept interesting, I wanted to make a new game, and I want to get more involved in the gaming community. Thus, these reasons lead me to creating this project as an entry for the mini jam. This version is an updated version of the original. Unlike the original, this version has smoother movement of the player’s snake, and the console window doesn’t show up before the game window, meaning only the game’s window shows up.

**Game Details**

The game is a twist on the classic snake game. The main goal is for the momma snake, the player, to put all the baby snakes back in the nest, as they escaped the nest without the momma snake knowing. If the player tries to put down the baby snake he/she is holding in an area that is not the nest, the baby snake will escape and the player will have to try to pick up the baby snake again. The player can only pick up one baby snake at a time. In addition, while holding a baby snake, if the player comes into contact with the other baby snakes not in the nest, then the player will get hit by the escaped baby snakes and the baby snake that he/she is holding will escape.

When the player first opens the game, they will start right away at the first level. The game requires some strategy, patience, and just a general sense of fun!

**Game Controls/Mechanics**

The player controls the blue snake, the momma snake, and the baby snakes are the red snakes. To pick up a baby snake make sure the head of the blue snake, the hexagon, comes into contact with a baby snake and press the space bar to pick it up. The player will know that they have successfully picked up a snake since the player’s snake will turn red. To put down the snake the player has picked up, they need to press the space bar again. If the player puts down the baby snake he/she is carrying and the player’s snake head is in contact with the nest, the brown circle in the middle of the screen, then that particular baby snake will no longer appear to be moving on the screen as well as the player’s snake turning blue again, signifying that the player successfully put the snake in the nest. Otherwise, the baby snake will escape, the player’s snake will turn blue again, and the player will have try to pick up the baby snake again. To move the momma snake, either press the arrow keys or W (up), A (left), S (down), and D (right).

**Executable File Use**

I have put the executable and all the other necessary files into a zip file for convenience. However, due to GitHub’s file size constraints, I have uploaded the zip file to the updated version to google drive. The link to the zip file is https://drive.google.com/drive/folders/15Ep9ZTIrsuAN8b1oKGvBCnMkRGeGkEpp. To run the game, simply open the executable file. Since the game is dynamically linked, all the dll and other files that comes with the executable are needed in order for the game to run. Before running the game, you must extract the folder located in the zip file, otherwise the game will not run. If one accidently deletes or misplaces any of those files, then they could simply download the zip file and any other necessary files from my GitHub page again under the folder Version 2.0.

**Copyright Notices**

I just want to make clear that I do not own the SFML third party API associated with making this project.

**Helpful Links**

Here are some links that I have found to be really useful when doing the project. They cover many things from installing SFML to how to use the API properly.

* <https://www.sfml-dev.org/index.php>

**Source Code Use**

The source code associated with this project is free for anyone to use. If one has found any bugs or has any suggestions/questions relating to the source code, please comment on the project page or email me at [rachidtelfort@gmail.com](mailto:rachidtelfort@gmail.com).

**Final Notes**

I hope that my fellow coders will find the source code helpful as well as gain valuable insight from it. I want to thank the itch.io user Blaze for creating this interesting game jam, his work on itch.io can be found at <https://blazebites.itch.io/>. I also would like to thank the SFML creators for creating a cool multimedia library. If you have read this, thank you for looking at my GitHub page it is much appreciated. I would also like to thank the itch.io users vimino and redstonie for their feedback and suggestions. Their work can be found at <https://vimino.itch.io/> and <https://redstonie.itch.io/> respectively.