Game Design Document
Fill up the Following document

1. Write the title of your project.

Snake Game

2. What is the goal of the game?

Become the longest snake possible and try not to eat yourself.

3. Write a brief story of your game?
You start off small as a baby snake and you get bigger as you eat apples.
Your main goal is to become the biggest snake the world has ever seen.

4. Which are the playing characters of this game?
   - Playing characters are the ones which respond to the user based on the input from the user
   - Cars, monkeys, dinos, wizards etc, are the playing characters in the game.

Number	Character Name	What can this character do?
1	Protagonist Snake	Eat apples, eat itself(death), slither around, get longer.
2		
3		
4		
5		
6		
7		
8		

6. Which are the Non Playing Characters of this game?
   - Non Playing characters are the ones which don't have an action or a behaviour when the user interacts with the game.
   - Hurdles, stones, bananas, coins, etc are non playing characters in the game.

Number	Character Name	What can this character do?
1	Apple	Nothing, it sits at one area of the map
2		
3		
4		
5		
6		
7		
8		

Draw your imagination of this game. What does this game look like?
- Draw the game either on your computer or on paper,
- Add images of scenes of the game to show each of the playing and non-playing characters at least once.

There is a snake, it starts out small at the beginning and gets longer each time it continues to eat apples.

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How do you plan to make your game engaging?
The game will be engaging to the players because they will always try to get the highest score possible. Each time they die, the score they got for that duration of the match will be shown to them at the end of the match. They can continue to beat their own score from time to time or challenge other people to see who can come out on the top.