**A Retro Snake Game**

## **SNEAK**

For the algorithms and analysis of algorithms course project, our group decided to develop a game. While choosing the type of game, we examined the previous examples. We started to design PAC-MAN at first, but due to the complex algorithm structure and many problems that we could not overcome, we looked for another game. So, we decided to make a snake game. While deciding on the snake game, we thought that it was the game on which we could develop the most.

A screenshot of a computer

Description automatically generated with medium confidence

**SNEAK V1**

* A basic console game.
* Terrible blinking problem.
* All game basics work properly.
* Snake grows when eat a fruit.
* Snake dies if hit the wall or eat itself.
* Score increase 10 for every fruit
* Constant speed for snake
* Reduced the speed effect caused by the rectangular cells of the console.

Chart

Description automatically generated**SNEAK V2**

* **No more blinking problem, smooth gameplay provided.**
* An intro menu has been added that starts the game, goes to the theme maker and shows credits.
* An outro screen has been added that shows the score, cause of death and takes the owner of the score from the user.
* Now we store the user's name and her/his score.
* A theme maker has been added where players can customize foreground and background with 16 different colors.
* Icon added.
* The scrollbar has been removed.
* Cursor has been removed.
* Case sensitivity for game controls has been removed.
* Sound effects for intro, gameplay and outro screens has been added.
* **Dynamic speed for snake has been added. The speed increases with the score.**
* The title of the console has been edited.
* The game visuals have been rearranged.
* The opening size of the console has been adjusted according to the game board.