

ICS3U7 Final Project: Project Functionalities

Title Screen:

- Open project will display title screen with authors name and project name.
- By clicking on the "Next" button move to Menu screen

Menu Screen:

- This screen contains a title and 4 buttons: Play, Instructions, Scores, and Exit.

Buttons:

- Play sends the player to Difficulty Screen, Instructions sends them to Instructions Screen,

Scores sends them to Scores Screen, and Exit exits the program.

Difficulty Screen:

- This screen allows the player to select from 3 different difficulty levels: Easy, Medium, and Hard.
- They may also choose to return to the Menu.

Gameplay:

- By clicking on the difficulty levels, player will then be sent to a grid-like table with a snake in the middle (the snake have 3 slot or point at first).
- There will be pause button on top left and scoreboard on top right.
- Player move with wasd key on the key board
- A for left
- D for right
- There will be food, player will aim for that food, consume 1 food for 1 point,
- There will be special gift spawn briefly then disappear, that special gift will give 3 points.
- If the snake bite itself, game over, and return to difficulties screen
- if the snake go to the wall, it will appear at the opposite side of the table
- Score will be listed with ranked order from highest to lowest.
- Tries will be count and can be seen in the score screen.

Easy:

In Easy level, the snake will move at a pace of 1 per second

Medium:

In Medium level, the snake will move at a pace of 1.5 per second

Hard: In Hard level, the snake will move at a pace of 2 per second

Instructions:

- This screen contains all the information needed to understand and play the game as well as access its utilities.
- A Menu button allows the player to return to the Main Menu.

Scores Screen:

- This screen displays all the past scores of the player and howmany tiems has the player tried.
- It contains a heading, 3 tables of scores for each difficulty level, some information about the scores, 3 buttons to clear each score table, and a Menu button.
- Each table is filled with scores read in from text files and organized in descending order.
- the player can return to the Main Menu using the Menu button.

Exit: This button exits the program.