

Nibbler

Nibbler is a simple arcade video game released in 1982. Its concept has spread mainly thanks to the cult game Snake. **Nibbler** itself was inspired by another great classic: **Blockade**, itself inspired from **Tron Light Cycle**. The simplicity and addictiveness of Snake made it available on almost every existing platform under various names.

As you may know, **Snake** is about moving a snake around a map. The snake is represented by sections and must eat food in order to grow. The game is over when the head of the snake hits an edge of the map or one of the sections.

The goal of the game is to make the snake as long as possible. Various versions of **Snake** exist. Some of them include obstacles, others have a core system, or bonuses, etc.

Core rules

- The game area is a finite amount of cells. The edges of the area cannot be passed through.
- The snake starts with a size of 4 cells in the middle of the area.
- The snake moves forward automatically at a constant speed. Each section of its tail follows the exact same path as the head.
- The snake can turn right or left when the corresponding key is pressed.
- The goal of the game is to feed the snake so that it can grow. The game area **MUST NEVER** have less than one element of food.
- A food element fills a single cell.
- When the head of the snake goes over a cell with food, the food disappears and a one-cell-long section is added at the tail of the snake. The new section appears in the first free tile next to the last cell of the tail. If there is no free cell, the game is over. If a new section is added, a new food element appears.
- When the head of the snake runs into the border of the screen or a part of its body, the game is over

Bonus ideas

- Bonus food appears for a short period of time
- The head section looks different from the other sections
- Movement speed increases throughout the game
- The game area has obstacles
- The size of the snake increases randomly when eating
- A speed boost when pressing the space bar