

Game starts in wait mode. In wait mode, the direction buttons can be used to change game modes. The right button cycles through the game modes, the down button changes apple lucks, and the up button changes the game speed. The game modes are normal(normal snake game), two apples (two apples spawn instead of one), wall spawn (walls spawn inside the playing area after every apple eaten), and border change (the border starts small and gets bigger as the score increases). The apple lucks are normal, lucky, and unlucky. The lucky apple luck is more likely to spawn apples close to the snake head and the unlucky is more likely to spawn apples farther away from the snake head. The game speeds are normal, slow, and fast. These change how fast the snake moves.

If the start/ pause button is pressed while the game is running (RUN mode), the game is paused and the snake does not move. The game resumes when the start/ pause button is pressed again. When the snake hits a wall, a border, or itself the game ends and the reset button can be used to go back into wait mode.

Every time the snake eats an apple, the snake increases by one length with a max length of 30 blocks. When the max length is reached, the game continues, but the snake does not get any longer. The score also increases by one every time the snake eats an apple.

Usage Flow Chart:

If reset button is pressed in game over mode, game state goes to wait mode.

Waiting Mode(Mode Selection)

- Up: Cycles through apple luck
- Right: Snake speed
- Down: Game mode
- Left: None

Running Mode:

- Normal direction keys
- Start / Pause button
- Reset button

