Snake Game Technical Design Document

Creation Process:

1. Reading the requirements document for the task.
2. Writing down the requirements as points grouped under categories.
3. Write down important points that I need to remember while developing.
4. Start drafting the main mechanics.
5. Identify complex points.
6. Start working on the main mechanics including complex points.
7. Search for tutorials that explain/simplify complex points.
8. Finish main mechanics with bugs
9. Start working on extra requirements (3D environments)
10. Get back to fix some of the bugs
11. Working on extra requirements (Add sounds)
12. Fixing some bugs
13. Working on extra requirements (Add animation)
14. Fixing more bugs
15. Working on extra requirements (Add Score)

Main Elements in the prototype:

1. Snake: (Movement, Growth, Death)
2. Fruit
3. Border
4. Obstacles
5. 3D Environment (With the help of a tree model form the asset store)
6. Fruit animation using unity animation system
7. Background music (created by me using previously using Otomata music sequencer) + munching sound from online source
8. Scoring

Known Bugs:

1. Collision on snake creation at the beginning of level leading to level reload.
2. Fruits being touched by snake body (not head) disappears and new fruit is spawned.