



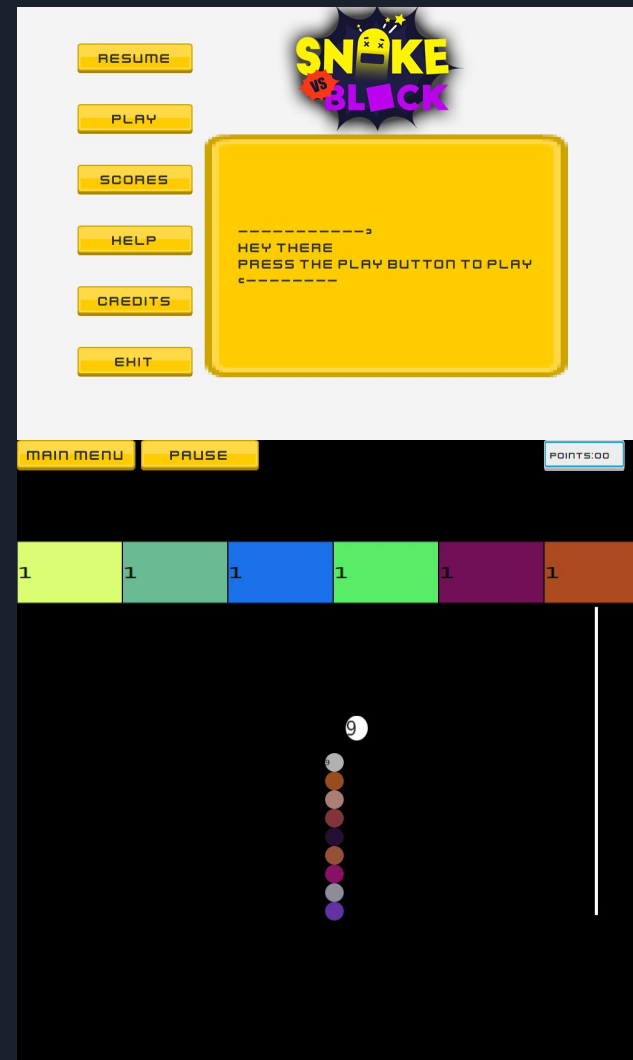
Basic functionality

- The user can play the game using the play button.
- To save the game ,simply press SAVE button in the pause menu
- In order to share your gameplay, user can save the screenshot of the gameplay by pressing 'p' during the game is playing.
- Arrow keys are used to move the snake.
- You can pause the game in between.
- Leaderboard shows last 10 scores and their time&date.
- User can continue with their previous game using resume button.

Javadocs are
available in the
project folder

Overview

- Various classes have been used to implement the game. We have the main class calling the ViewManager class which has various components which run the game. All the game data is saved in Game class. When we come back to main menu while the game is on the game is serialized. Hence we can resume the game using the same button on the main menu. Various methods and classes combine to make the game playable.
- The game has perfectly moving snake which can move in left and right directions using the direction keys. The collisions have sound as well as animations. We have used various concepts learned during this course which broadly include polymorphism, inheritance, interface, serialization, threading, function overloading, overriding, Object class, generic class, encapsulation, Java collections, inner class, JavaFx and some design pattern approaches.





Individual Contribution

Akhil Jarodia

- Main menu and Pause Menu
- Custom buttons, fonts, effects, snake and most of the GUI components
- Leaderboard backend and frontend
- Random numbered walls generation.
- Powerup creation
- JavaDoc - 75%
- Functionality of all the powerups
- ScreenShot feature
- Wall avoidance

Aayush Gupta

- Snake animation
- GUI of game play i.e. Obstacles plus other backend stuff
- Falling objects animation
- Collision of snake with objects
- Sounds and Music
- Functionality of Bricks, Magnet and Bomb
- Animations on block, snake and power ups
- Random allocation of objects over screen
- Serializability
- JavaDoc - 25%

For better insight refer our [GitHub](#) repo.



Bonus Components

- 01 Added Music in the game
- 02 Added snake animation transitions that is fluid movement
- 03 Ads on the pause menu , Screenshot on pressing 'P'
- 04 Custom buttons which has an effect of pressing them and is fancy