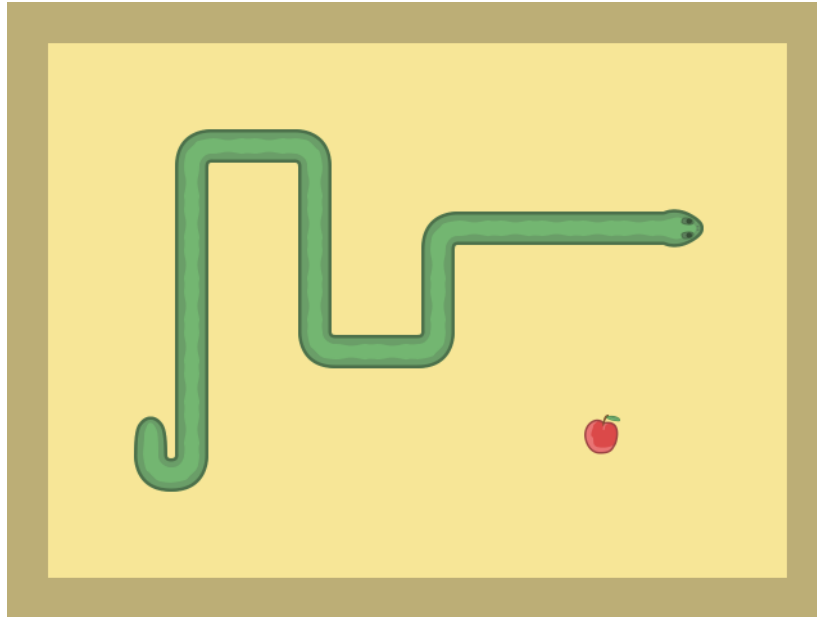


### Under Water-themed Snake



The objective of this game is to collect all the fish on the board after each fish is collected the avatar gets one unit longer. The game ends when no more fish can spawn on the board because the avatar is taking up the entire board. This game is similar to the Snake game but will be under water themed. The avatar will move forward by itself, but the player must press the arrow keys to move the avatar up, down, left, and right. By using the arrow keys or by allowing the avatar to continue moving forward, the player must avoid running into the sides of board or into the long body of the avatar itself as this results in the game ending. As the avatar moves to collect the fish both the player's score and its length increase. As the game progress there is less and less space on board thus increasing its difficulty.

#### Essentials

- Moving avatar
- A score tally
- Fish to collect to increase score
- Background music

#### Anticipated

- Sound effects
- Obstacles that block path
- A victory screen
- Background that changes at certain scores