**Snake Development Log**

\*\*Last update to this log was 3/20/2018\*\*

**Environment:** GameMaker

**Summary:**

A classic snake game, with added menus and options to allow the game to be a little more customizable. Originally created with a tutorial, but then all menus, options, and sounds, added afterwards.

**Game Objects:**

* **Snake**: The snake itself starts as one little square, and as it picks up more coins, it recursively adds more snake squares which follow behind the previous squares.
* **Coin:** Collision with this increases the size of the snake.
* **Controller:** An invisible object. When it is created, it spawns the start of the snake and the coin randomly.
* **Music Controller:** Controls the music in the game, as well as default options for the sound effects and the music.

**Resources:**

* Music is created by my brother, Joshua Kiechel

**Ways to improve:**

* Add more levels of increasing difficulty
* “Party Mode” not fully functional. Changes the color of the coin and the snake, but not the background.
* Add additional modes or obstacles.