

# ▮ Blueprint: Nokia-Style Snake Game with Dashboard

## ▮ Updated Step-by-Step Plan

### Step 1: Project Setup

- ▮ Create a new Android Studio project.
  - ▮ Set the theme to **Nokia-style (black and yellow screen with pixelated font)**.
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### Step 2: Create the Game Dashboard (Main Menu)

#### ▮ Dashboard Screen Includes:

1. **Game Title:** "No Snake" in a pixelated Nokia-style font.
2. **Menu Options (Selectable with Keypad):**
  - **New Game** → Starts the game.
  - **Level Selection** → Choose **Easy**, **Medium**, or **Hard**.
  - **Game Type** → Classic / Modern (Optional).
  - **High Score** → Shows the highest score saved using **SharedPreferences**.
  - **Exit** → Closes the game.

#### ▮ UI Implementation:

- Use **TextView buttons** for menu options.
  - Highlight the selected option using a **yellow background** (like old Nokia UI).
  - Use the **keypad arrows (Up/Down)** to navigate and the **"5" button to select**.
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### Step 3: Game Screen (Snake Arena with Nokia Keypad)

#### ▮ Game UI Includes:

- **Snake Play Area (Canvas-Based)**
- **On-Screen Nokia Keypad:**
  - Up ( 2 ), Down ( 8 ), Left ( 4 ), Right ( 6 ), Select ( 5 ).
- **Score & High Score Display**
- **Pause Button (if needed)**

#### ▮ Game Logic:

- The **snake moves automatically** in a direction.
  - Pressing the **keypad buttons changes direction**.
  - If the snake **hits itself or the wall** → **Game Over**.
  - If the snake **eats food** → **Grows + Score Increases**.
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### Step 4: Add Nokia-Style Sounds ▮

#### ▮ Sound Effects to Use:

1. **Keypad Button Press** → "keypad\_click.wav"
2. **Snake Eats Food** → "food\_eaten.wav"
3. **Game Over Beep** → "game\_over\_beep.wav"
4. **Level Start Sound** → "start\_beep.wav"
5. **Nokia Boot Sound** (when opening the app) → "nokia\_boot.mp3"

#### ▮ Implementation:

- Use **SoundPool** for small sounds like keypad clicks.
  - Use **MediaPlayer** for longer sounds like the boot sound.
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## Step 5: Game Over & Restart System

### ▢ Show "Game Over" Screen with:

- Final Score
- High Score
- **Options:** "Restart" or "Exit to Dashboard"

### ▢ Data Storage:

- Save **High Score** using **SharedPreferences**.
  - Show the best score on the **Dashboard Screen**.
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## Step 6: Testing & Optimization

- ▢ **Test UI Scaling:** Ensure the Nokia look fits all screen sizes.
  - ▢ **Adjust Game Speed & Controls:** Make sure movement is smooth.
  - ▢ **Fix Bugs & Optimize Game Loop:** To prevent lag or crashes.
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## ▢ Bonus Features (If You Want to Add More Fun!)

### ▢ (Optional Enhancements)

- **Different Nokia Themes** (Greenish, Blueish, etc.).
  - **Sound Effects for Snake Movement** (Nokia keypad feedback).
  - **Leaderboard Feature** (Local or Online).
  - **Vibration on Collision** (Like old Nokia phones).
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## ▢ Final Steps:

Are you ready to start coding? Or do you need **starter templates** for:

1. **The Nokia-style Dashboard UI**
2. **The Game Logic (Snake Movement + Collision)**
3. **Keypad Controls (Handling Button Presses)**