RATTLE SNAKE RUSH

Created by:
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Meet the team

print Raja():
Main Coder
print Lhakpa():
Second Coder
def
print Destiny ():
Sound and Graphic Creator
print Amina ():
Documentation Creator, Organizer
print Vanesa():
Nominator, Presentation creator

Storyline

The furious and hungry snake named Slyther is on the hunt for delicious food in the forest. Slyther has insatiable desire for the mouthwatering apple because they are not only filling him up but also making him grow. However, on the way to the hunt he must face some obstacles like the life-threatening walls and his own tail which can stop him from getting what he wants.

GAME OVERVIEW

With this game we wanted to create something for all generations, simple but addicting. The main goal of this game is to lead the snake through a small play area while avoiding collisions with the surrounding walls and the snake's own tail which grows longer while feeding it.

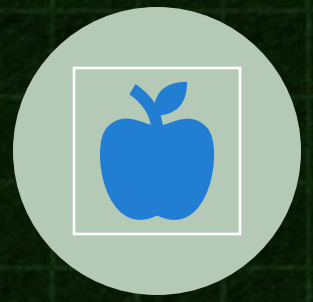
The three rules of the game :

- The snake moves continuously in the chosen direction by the player;
- When the snake consumes apples, it grows longer;
- The game will continue until the snake touches the walls or its own tail;

Our main classes:

GAME

SNAKE



APPLE

DEVELOPMENT PROCESS

Game concepts, objectives and features;

Game board, snake and apple sizes;

Implementing apple generation;

Handaling Collison outcome;

Managing scoring , game progression and conditions;

Trying out different graphics;

Music and sound effects;

ISSUES/ERRORS

One of our main issues was the design of the snake, adding details and creating the final design which extends every time the snake eats an apple.

Progression and fixing on our issue

First design

Final design

Evaluation and Reflection

Now evaluating and reflecting on our previous work we have realized that we did the biggest development mostly on the code by changing the design of the snake and its extension. If we had more time, we would evaluate this in a way , we would add an introduction page to the game which would make the game more professional and advanced, we would also create more levels to be completed on the game can be challenging and fun, amongst other ideas.

ENJOY THE DEMO OF OUR GAME.