

# **MONEY CHASE**

**A funny twist of the game snake**

**Brodie Hunt**

- Initial menu created using tty-prompt gem
- Forces user to create random or custom username
- Allows user to quit application, change username, find out how to play

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```
what would you like to do user? (Use ↑/↓ arrow keys, press Enter to select)
```

## ► Create Username

```
what would you like to do user? Create Username
```

```
What type of username would you like? (Use ↑/↓ arrow keys, press Enter to select)
```

► Random

```
what would you like to do brodie? (Use ↑/↓ arrow keys, press Enter to select)
```

▶ Play

✖ Create Username (Username already accepted)

**Change username**

## How to Play

Quit



# Initial Game Window Display

- Used Ruby2d gem to create a funny adaptation of the game snake.
- This is the initial Window that the user encounters when the game is open.
- tells the user of their input options and how to navigate through the game.

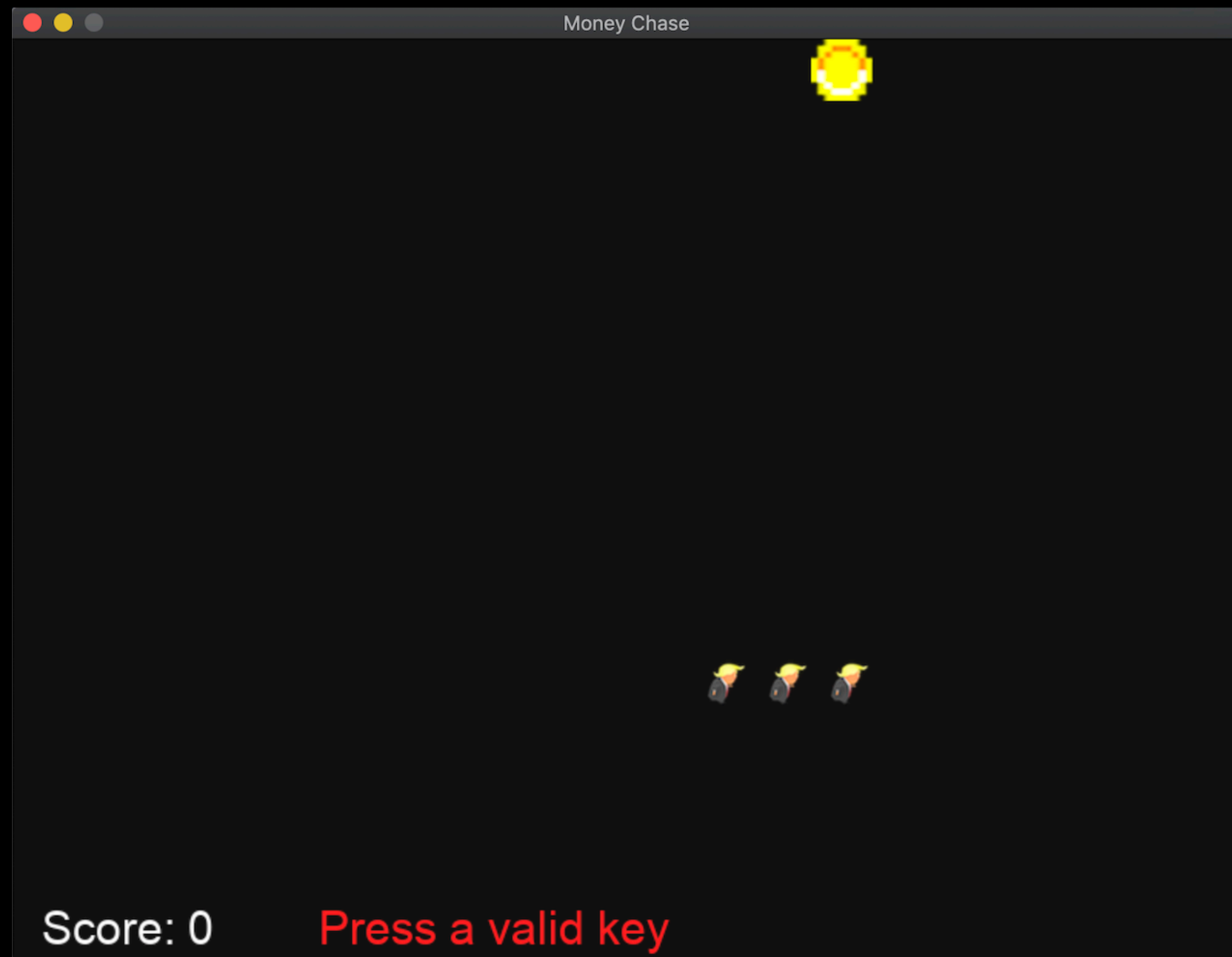


WELCOME! PRESS 'T' TO QUIT, 'R' TO RESTART  
OR PRESS ANY OTHER KEY TO START PLAYING  
'W'=UP, 'S'=DOWN, 'A'=LEFT, 'D'=RIGHT

# The Actual Game

- User starts in the right hand side of the window moving right.
- The Objective is to collect coins and grow as long as possible.
- Each time a coin is collected, an enemy object is created and the score increases by 10.
- The snake is actually a two dimensional array, and isn't necessarily 'moving'.

The game is constantly checking for collisions between the head of the snake and the walls, coins and enemies.



# The meme screen

- Once you either collide into yourself or hit an enemy, you will be brought to this screen where you can either press 'r' to restart the game or 't' to quit.



YOU DIED!!!! YOUR SCORE IS 10  
PRESS 'R' TO RESTART, 'T' TO QUIT

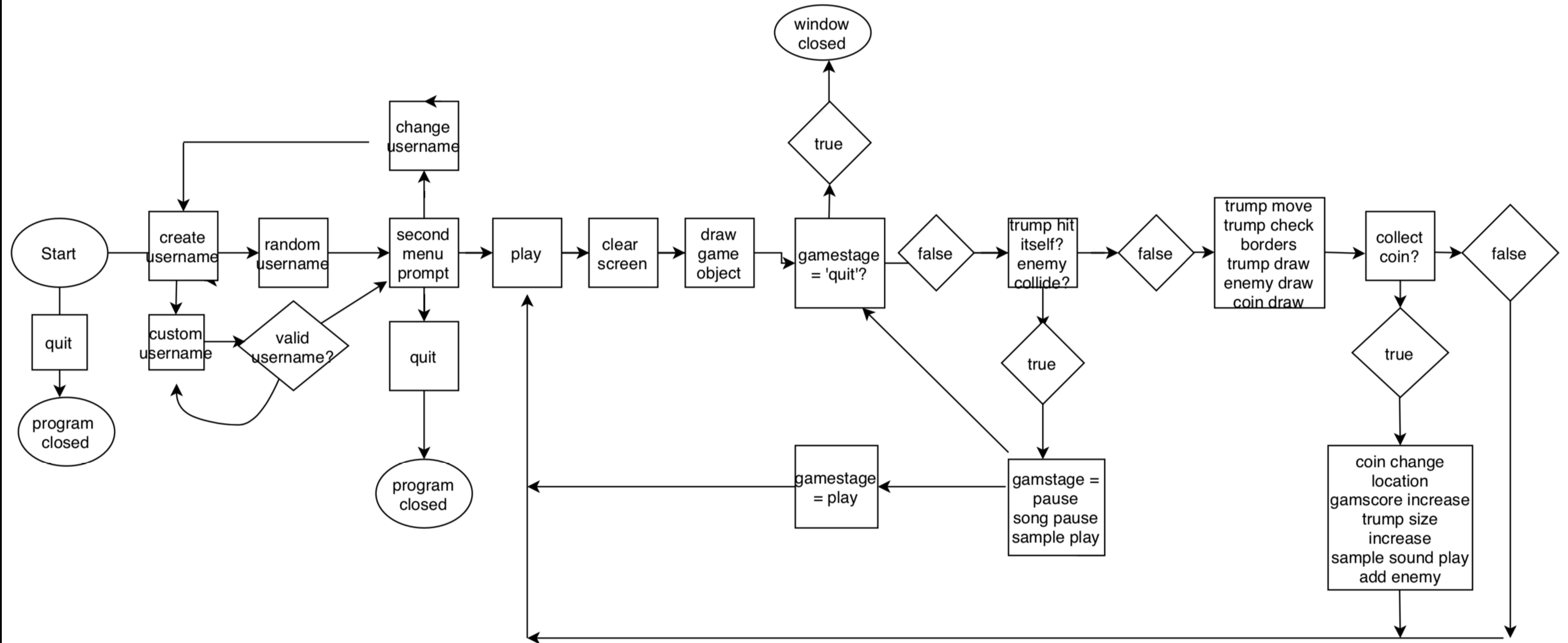


# The Update Loop

- Critical to the function of the game.
- Control flow within this loop allows particular events to happen under given conditions
- I have set this loop to update 10 times per second.
- Each time the loop is updated the screen is cleared and everything is redrawn to the screen.

```
update do
  clear
  game.draw
  close if game.game_stage == 'quit'
  if game.game_stage == 'play' || game.game_stage == 'rescue'
    enemy.trump_collide?(trump.front_of_trump)
    unless trump.hit_itself || enemy.enemy_collide
      trump.move_trump
      trump.check_borders
      coin.draw
      trump.draw
      enemy.draw
    end
    if trump.hit_itself || enemy.enemy_collide
      game.game_stage = 'pause'
      song.pause
      dream_dead_sample.play
    end
    if coin.trump_collect?(trump.collision_x, trump.collision_y)
      coin.change_location
      trump.increase_size
      game.score_increase
      fantastic_sample.play
      enemy.add_enemy
    end
  end
end
end
```

# Flow Chart



**Any Questions?**



**Lets Play**