Snake Evolution User Manual

Introduction

Snake Evolution is a classic Snake game with a familiar design, but with a few re-vitalizing twists that "evolve" the well known classic.

Installation

Prerequisites

To play Snake Evolution, you need to have Java installed (JDK 17 minimum). Additionally, if you want to build the game yourself, you will need Maven (https://maven.apache.org/download.cgi).

Download Compiled Game

1. Navigate to Releases and Open the latest release.
2. Download the latest Release archive (v1.0.zip)
3. Unpack the archive
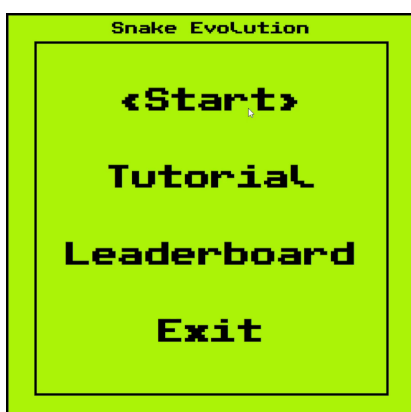4. Launch the game from the terminal: `java -jar snake-evolution-1.0.jar`

Build

Follow these instructions if you want to build the game locally:

1. Clone the repository or download source code.
2. From the project folder `gr10-snake-evolution`, run `mvn clean package`.
3. The compiled .jar will appear in the `target` directory, run it from there:

```
cd target
java -jar snake-evolution-1.0-jar-with-dependencies.jar
```

Note: the directory that contains the game executable must also contain the assets folder to run!
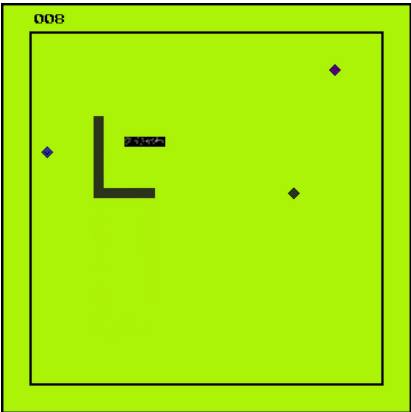
How To Play

Main Menu

Navigate the menu using the mouse. The active button will be highlighted as seen on the screenshot.

Click the buttons to trigger corresponding action:

- 'Start' - Starts the game
- 'Tutorial' - Displays the tutorial seen above in-game
- 'Leaderboard' - Shows the current leaderboard

- 'Exit' - Closes the game

Gameplay

The game screen contains the playing field, and displays the current score in the top-left corner.

See gameplay tutorial in the next section

Game Over

After losing, this screen will appear if a high score has not been reached.

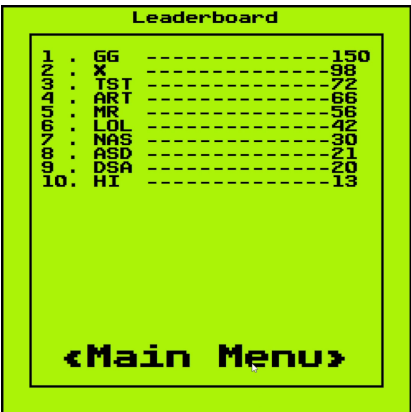Click corresponding buttons to retry or return to main menu.

Game Over (high score)

After losing, this screen will appear if a high score has been reached.

Enter your initials (up to 3 letters) and press [Enter] to be added to the Leaderboard.

After that, the Leaderboard will be displayed.

Leaderboard

Leaderboard displays the last 10 best scores in descending order, with corresponding player names.

Click the 'Main Menu' button to return to the menu.

Gameplay Tutorial

How to play

Controls: Use the mouse in the menu and for pressing menu-buttons

Use the arrow-keys to control the snake

Gameplay:

Standard food
Increases the length of the snake

SpeedUp Boost
Speeds up the snake for 8 seconds

Get 2 Points
Player gets 2 points

SlowDown
Snake is slowed down and a poison effec appears on screen for 8 seconds

Lose 2 Points
Player loses 2 points

Invert controls
Inverts the controls of the game for 8 seconds

← **OBSTACLE**

Must be avoided!

If the snake collides with an obstacle, the game is over!

Appears in random shapes on the screen and stays permanently

Avoid the walls!

Hitting the wall = Game over