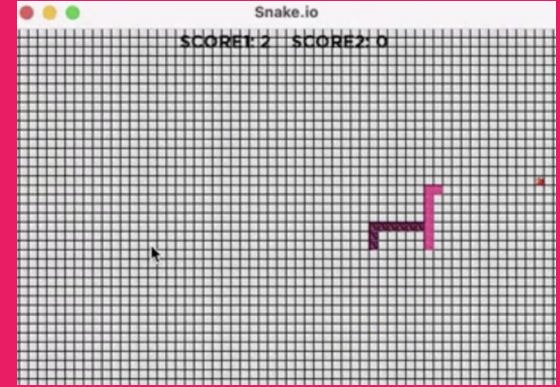




Original version

# Snake '97



Improved version

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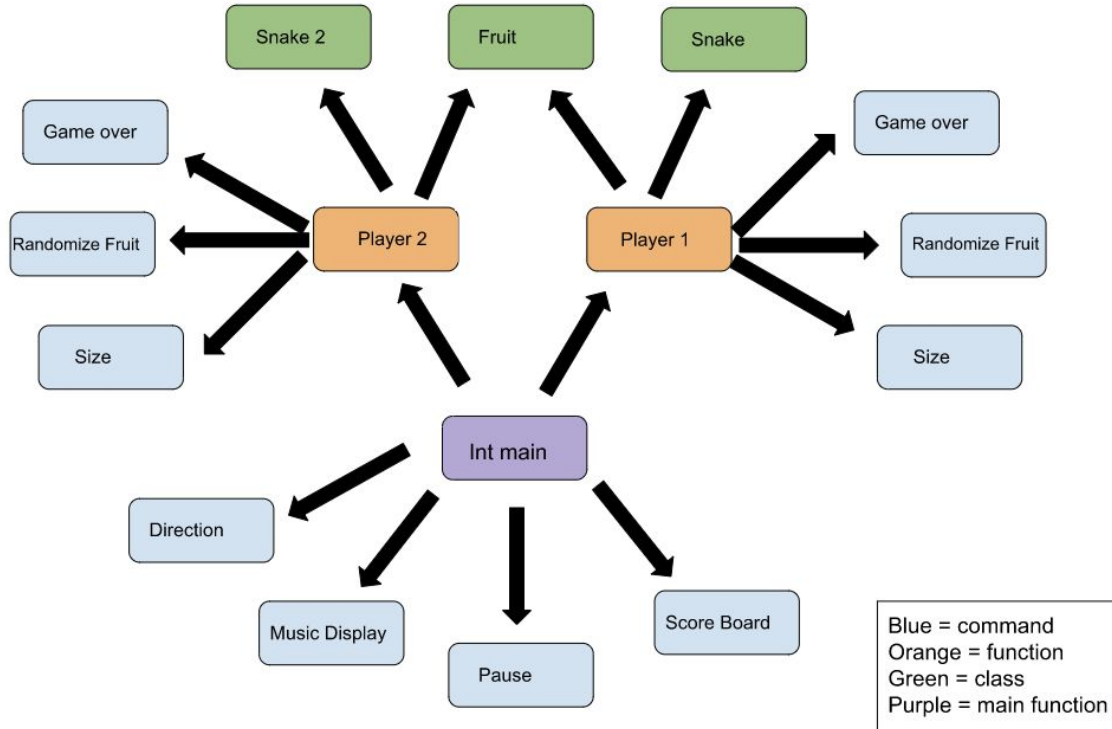
*EC327 Summer 22*

# Target Audience and Use

— — —

- We created an improved version of the original Snake game.
- The original game has a dot-matrix, black-and-white display with monotone sounds added in the background.
- Our Snake'22 not only has all the functionalities of the 97 version but also has a colorful display, relaxing background music, a scoring board and also an option to let multiple users play simultaneously.
- Our goal is to allow users born in the 2000s and 90s and earlier to take a break from reality, go back in time and get a good dosage of nostalgia while also having a better playing experience.

# Software architecture



# Classes

— — —

Snake



Snake 1 (light pink sparkles)

- Used in the main function and Player 1 function.
- Present in both single and multiplayer.

Snake 2



Snake 2 (dark pink sparkles)

- Used in the main function and Player 2 function.
- Present only when user selects multiplayer.

Fruit



Apple

- Used in the main function, and both Player 1 and player 2 functions.
- Present in both single and multiplayer

# Functions

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# Commands Executed from Player 1 and Player 2

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Randomize Fruit



- Places fruit in random places on the board.

Game over



- Game is over when snake touches the borders.
- Message will display.
- Program will exit after 10 seconds.

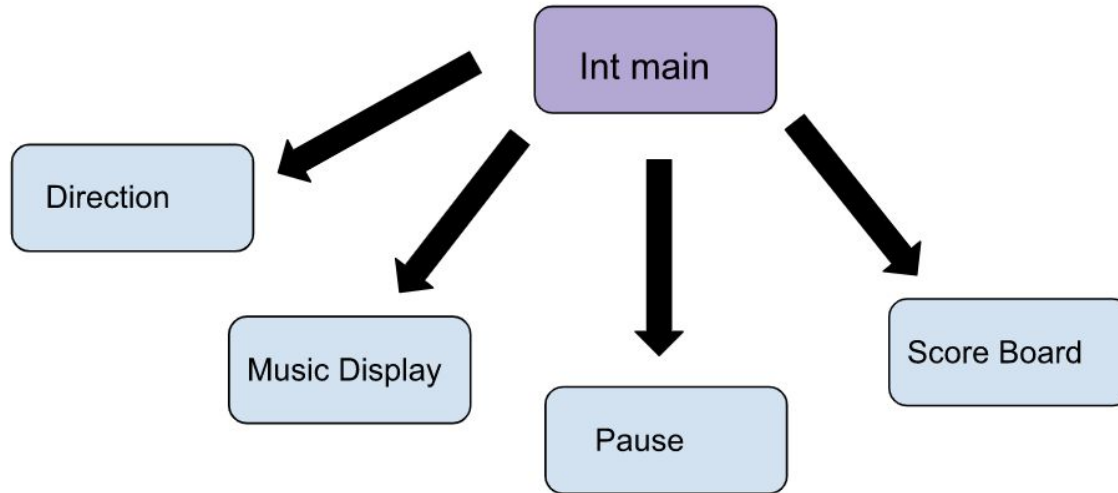
Size



- Increment of snake size by 1 when a fruit is eaten.

# Int Main

— — —



# Main Function Commands

— — —

Direction



- Assigns keyboard key to snake's moving direction. (up, down, left, right) (W,S, A, D)

Music Display



- Plays Barça anthem in the background

Pause



- Game pauses when key P is pressed.
- Game resumes when P is pressed again

Score Board

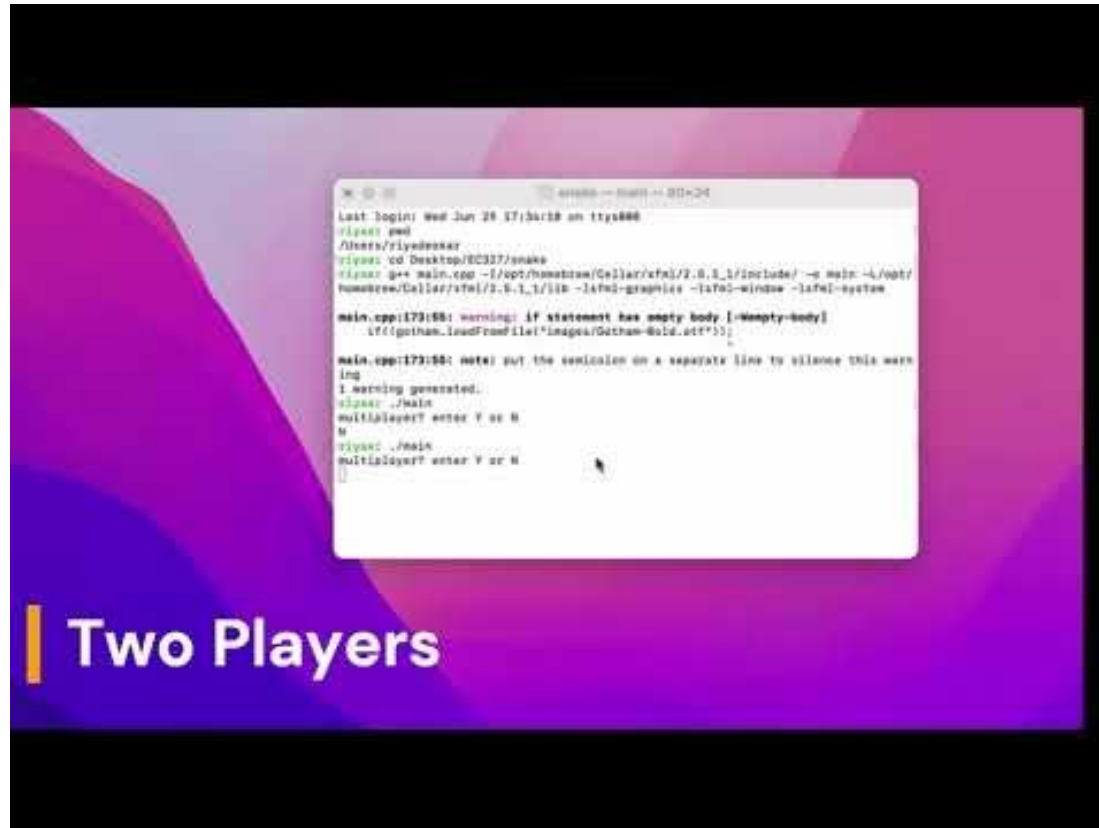


- Records the score.
- Starts from 0.
- Increments 1 when the snake eats an apple.



# Game Simulation

— — —



**Two Players**