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Group Lab Assignment #2

We decided to recreate the classic 2-Dimensional DOS game “Snake”, but with a few modernizations. The game will be centered around a robotic snake that flies through space (growing longer and longer as gaming time goes on) eating enemy intruders while avoiding obstacles (more challenging obstacles as the difficulty/player-level increases). We will also include random power-ups (similar to power-ups in the Mario Bros. video games) that, when eaten, cause the snake to change color, glow like a neon sign, or otherwise gain new abilities for a time (the maximum power-up time will get shorter as player-level/gaming time increases).

We also intend to utilize the three-axis accelerometer API, such that the player can *become* the snake, controlling the creature by physically rotating/tilting the device. We will also add functionality that will allow the game to keep track of High Scores (and possibly achievements). And finally, the player should be able to customize their snake by selecting their snake’s coloring and possibly even pattern/texture/shading.