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Immortal Coil - Global Game Jam 2012

To play

<http://episkipoe-ggj2012.appspot.com/GGJ2012.html>

Use WASD (or click the mouse) to move.

Try to eat food which matches the color of your head.

Once you are full then eat your tail to move to the next level.

To develop

Tools you need:

- [Git](#)
- [maven](#)

Recommended:

- [Eclipse](#)
 - Install the GWT toolkit from **Help > Eclipse Marketplace**
 - The m2eclipse plugin can be useful as well

The source for the core library is here:

<https://github.com/episkipoe/gwt-utils>

The main game is here:

<https://github.com/episkipoe/GGJ2012>

In Eclipse select **File > Import** then **Existing projects into workspace** to import the projects

Note: You may need to re-specify the location of the library jar files

Select the Project's properties and then on the Java Build Path tab **Add External JARs**

There are copies of gwt-voices and gwt-utils in war\WEB-INF\lib

(but I have it point to the gwt-utils in the target directory of that project)

Run **mvn install** to rebuild the gwt-utils library

To debug the game in Eclipse: select **Debug as > Web Application**

Breakpoints for gwt-utils need to be set in the .class files (by expanding the jar)

Plot Concept

There once was a hungry snake. Who loved to eat birds eggs. This snake loved bird eggs so much that they were all it ate. The snake had a strange eating habit; the snake could only eat its food in a particular order. The snake could only digest its food if it ate four of the same type of egg in a row. If the snake accidentally ate the wrong type of egg in the wrong order it has to eat 3 more of that new egg. After finishing its food the snake would suck its tail and go to sleep. Until it awoke and eat again of course. Oh and did I mention this snakes diet was its secret to immortality!

Use W,A,S,D Buttons (or click the mouse) to move.

Bonus items: There are other foods that the snake can eat.

Golden Egg: When the snake eats this egg it copy's the last egg that the snake has eaten.

Rotten Egg: When the snake eats this egg it destroys the last egg that the snake has previously eaten.

Development backlog

The idea for our game started with a snake that has different color segments on its body. The objective is to make these colors disappear. The way to accomplish this is to eat a set number of colors(3) that match the color closest to the snakes mouth. If the snake eats the wrong color that doesn't match the color closest to the snakes head that new color becomes the one the player must match 3 more colors with. If the player continues to eat the wrong color the snake grows larger and slower. A failed play through is when the snake bites itself or when the snake is so large that its weight is so heavy that it can no longer move itself. If the snake is making the color segments of its body disappear the snake starts moving faster and therefore making it more difficult to intercept the falling colors. Once all the color segments of the snakes body have disappeared the snake then wraps around and eats its own tail. The screen goes black and our games emblem (a snake eating its own tail) appears with the next levels number inside of it.

The black screen goes away and the new level appears.

~~bonus powerups - james~~

~~player can begin the second level~~

~~new level screen in between levels~~

~~level number is shown in center of snake logo~~

~~egg timer doesn't restart - djb~~

~~snake is constrained to the board - djb~~

~~speed is proportional to length~~

~~egg speed increases with levels~~

~~player loses if speed <= 0~~

~~menu appears on game screen, defines game boundary~~

- user can pause the game
- user can return to main menu
- user can change volume
- user can mute the game

Segments are rotated according to motion

The area in between the head, segments and tail are filled in by green.

There are obstacles that the snake needs to avoid

~~Delete item that goes across the screen from any direction if the snake eats it the egg closest to its mouth disappears. - James~~

Credits

- Zachary Vazquez- Game Designer
- Jason E - Art
- Vu - Art
- Dave Bennett - Coder
- James Koval - Coder

Sources

victory.wav

<http://www.freesound.org/people/RunnerPack/sounds/87042/>

favicon.ico

http://www.favicon.cc/?action=icon&file_id=225373

gwt-voices

<http://code.google.com/p/gwt-voices/>