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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)

## Development backlog

When snake head intersects with a correctly colored egg the snake eats it

if the color of the food matches the snake's targeted color then the snake grows

if the color of the food does not match then the snake shrink

When the snake is sufficiently long then the snake must eat its tail to go to the next level

If the snake intersects with its own body then it dies

Snake tail follows snake body parts follows snake head

## Sources

victory.wav

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

favicon.ico

[http://www.favicon.cc/?action=icon&file\\_id=225373](http://www.favicon.cc/?action=icon&file_id=225373)