

Java Mini Game Assignment

Game: 2 Player Snake

Schedule:

Day:	Monday	Tuesday(29)	Wednesday(30)	Thursday(31)	Friday(1)
Task:	N/A	Planning	Planning	Planning	Planning
Day:	Monday(4)	Tuesday(5)	Wednesday(6)	Thursday(7)	Friday(8)
Task:	Coding	Coding	Coding	Coding + Final Touches	Project Due

Parameters:

- Same rules as normal snake.
- W, A, S and D control snake #1.
- The arrow keys control snake #2.
- Snakes cannot collide or game is over and both players scores go back to 0.
- Game goes until someone dies by either running into a barrier or turning into themselves or a score of 100 is reached.
- There will be a point counter.
- Snake #1's point counter will be in the top left of the screen.
- Snake #2's point counter will be in the top right of the screen.
- Player 1 and 2 will get the chance to enter a customized name in the Start screen.
- At the end of the game, scores are displayed and the name of the winner is also displayed.
- Each apple eaten is 10 points.

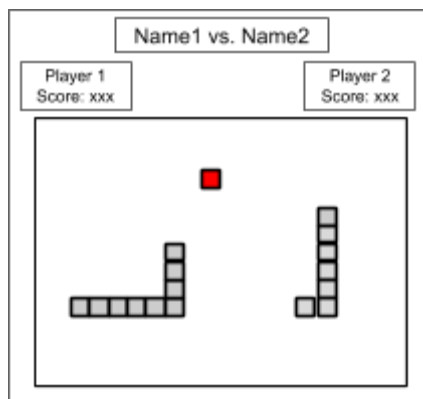
Visuals:

Two Player Snake

Player 1:
#####name1#####
Clear Enter

Player 2:
#####name2#####
Clear Enter

PLAY



GAME OVER!

Name x wins!

Name1 Points: xxxxxxxxxxxx

Name2 Points: xxxxxxxxxxxx

Exit

