**Java Mini Game Assignment**

**Game: 2 Player Snake**

**Schedule:**

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| --- | --- | --- | --- | --- | --- |
| **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:**

