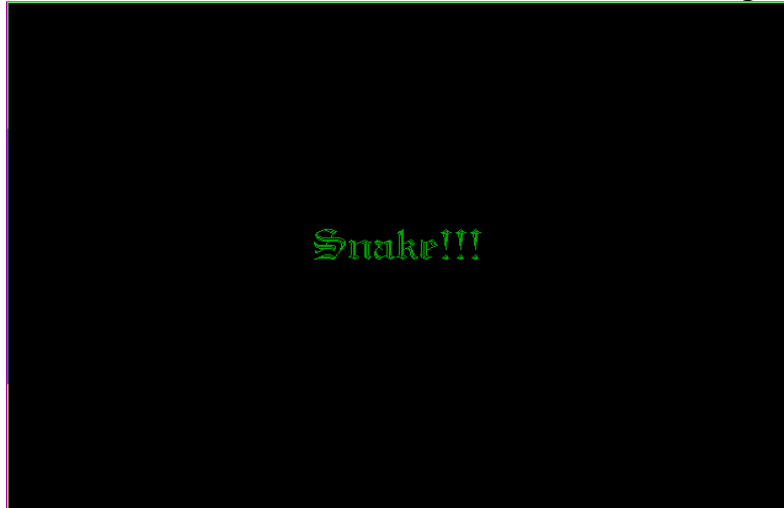


# USER MANUAL

O.k. Finally the User Manual. This section of our Project will tell you (the reader) how to operate the and what are its various features.

## Intro

You will first see a small animation, with the menu building up slowly.



## The Menu

Using the Menu is very simple. Below is a Screenshot of what the Menu looks like :



Well, Thats the menu. Press the number key corresponding to your choice.

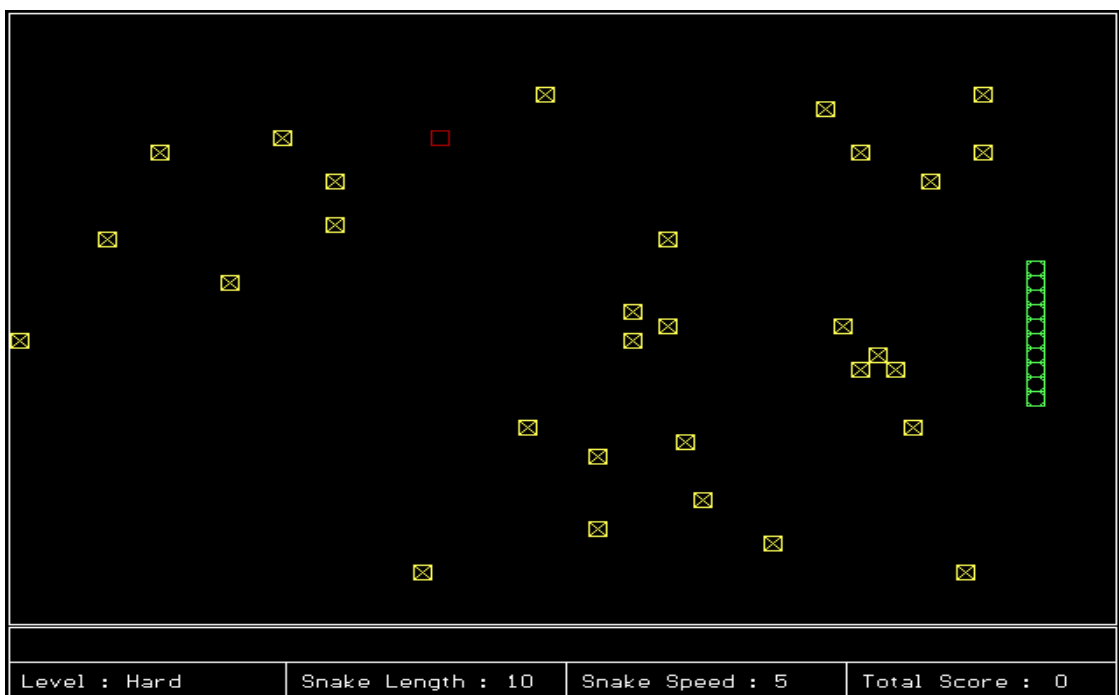
### Playing Snake

First of all you have to choose your difficulty level.

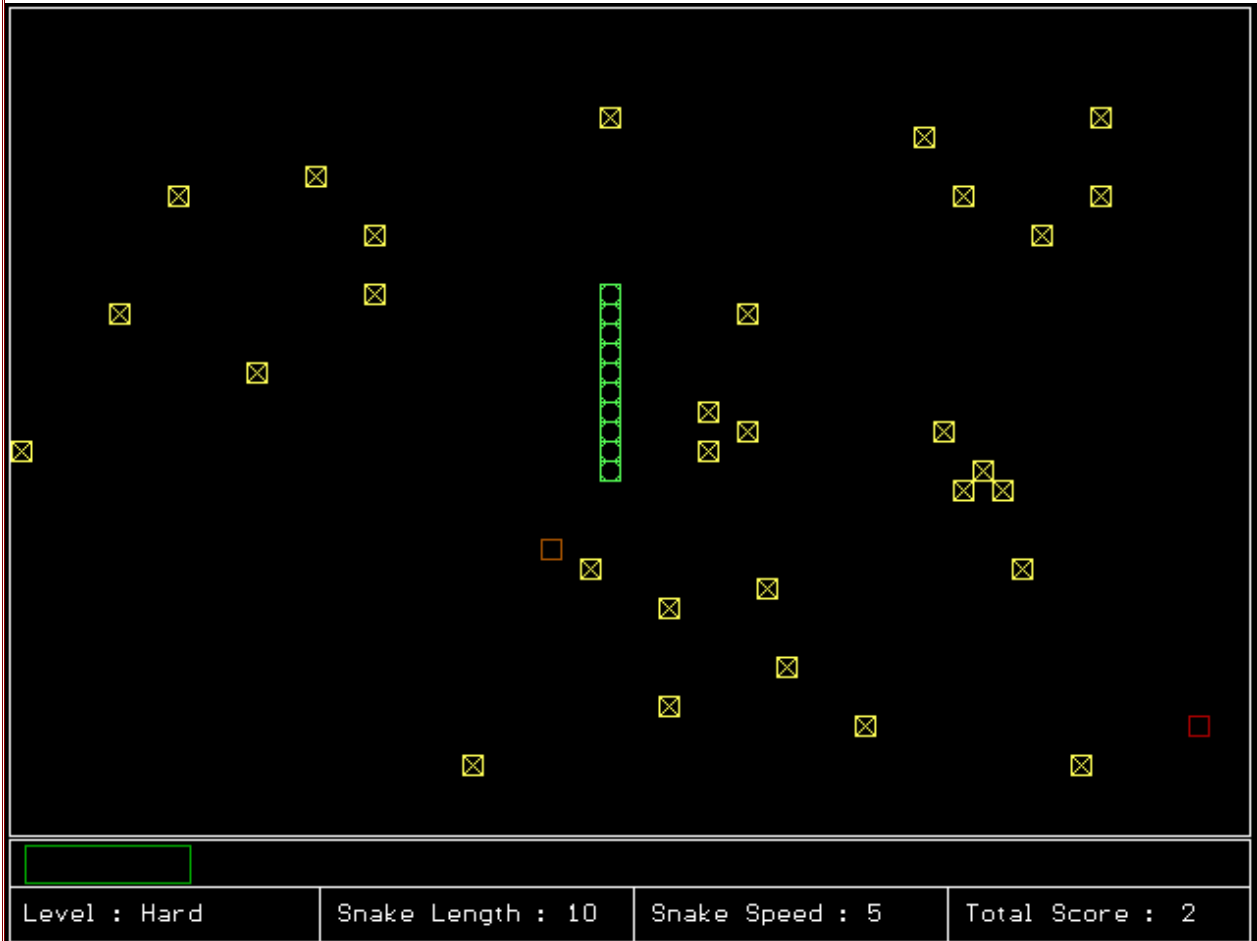


Well, Thankfully Playing **Snake** isn't half as difficult as making it! Anyways, Continue Playing. Easy will set you initial length to 2, and speed to 1. Medium will start you off with a speed of 3 and 5 units length. Hard will make it more tougher, as your length will be 10 initially, that too with a speed of 5!

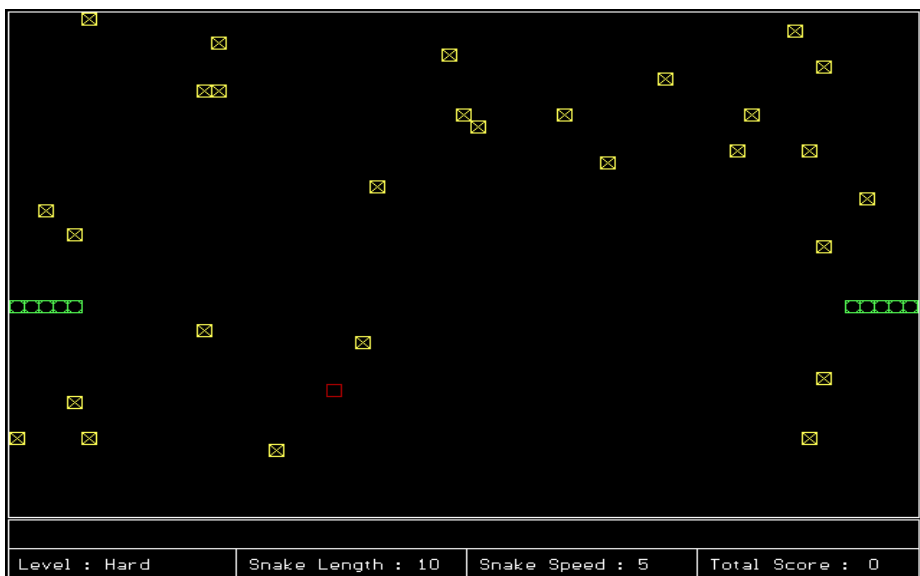
### GAME-PLAY



The Interface of the Game is Pretty Simple. The Yellow Coloured Boxes are Obstacles, which you shouldn't be messing with. Red Boxes mean food and an extra point. Your Snake is Green in Colour. There is a Special, which will be available for limited randomized time.



As You see in the picture, there is a green coloured gauge near the bottom of the screen. That will show you how much time you have before the special(brown box) dissappears!



As you can see above, the snake will come out from the other side of the screen, when it goes into one side.

After you finish playing the game, i.e. crash into some obstacle or yourself, or when u pressed 'Q', A results Screen will be shown, showing what you scored, according to your final length, speed and score!. Press Any key to return to the menu. If you want to play again, start it, or press exit! Hope you Enjoy the game!

### **CONTROLS TABLE**

Key	Effect
W/w	Move Up.
S/s	Move Down.
A/a	Move Left.
D/d	Move Right
Q/q	Quit.

