**MATH SNAKE GAME ROAD MAP**

Main menu

1. play
2. config
3. attendance record

Config menu

1. Change difficulty(speed of snake)
2. Change screen size(map size)
3. Turn on/off

* addition
* subtraction
* division
* multiplication
* simple algebra
* fractions
* decimals

Death menu

1. Replay
2. Exit

**Road map**

Make base game (biggest part)

* Screen
* Snake
* Apples
* Snake movement
* Apple randomizer
* Create collisions
* Draw score
* Make snake longer when eat apple
* Main logic
* Implement illustrations

Configure different speeds

Create all GUIs

Add 3 apples(choices)

Change apples for numbers(1 correct, 2 wrong)

Create generator for maths questions (database?)

Create solution logic

Create attendance record

**How it works:**

1 game mode

In config you chose what type of maths you want(8 options), snake speed and map size(both of these affect difficulty).

Each time you answer correctly snake is longer hence, there is less space hence, it is harder.

All questions are random(max value for an answer 200)

There are 3 options(3 numbers). 2 of them are wrong and 1 is correct. If snake collides with either border, itself or wrong number you lose, else you win.

When size of snake is ¾ of theoretical max size, you win. This means a star is counted towards attendance record. More than 1 star can be achieved per day.

Maybe have memory to keep metadata for each star? ie difficulty it was achieved with.

Maybe create different star categories for different difficulties?(using colours)