

SNAKE HUNT

User Manual

-Group 6-



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1. Introduction

1.1 Software overview

The Snake Hunt game is a program used to have fun, pass time and compete against your friends. It is a digital game that is easy to learn and fun to play. We have focused on creating a combination of classical snake games with our unique features and the overall theme used in our game is similar to 1980's video games. The player can play the game using a computer since we have designed the game to function on computers only.

The "directional keys" on the keyboard are the primary controls for the game. The player's goal is to pick up/eat the red gifts and grow tall. There are different challenges for the snake depending on the difficulty level chosen by the player. Also, when it comes to consuming/picking up targets, we have an added task for the player in the form of the white prey like ghost, which the player is challenged to capture within a certain amount of time, and once caught, the snake can grow in length and gain more score.

2. Main Menu

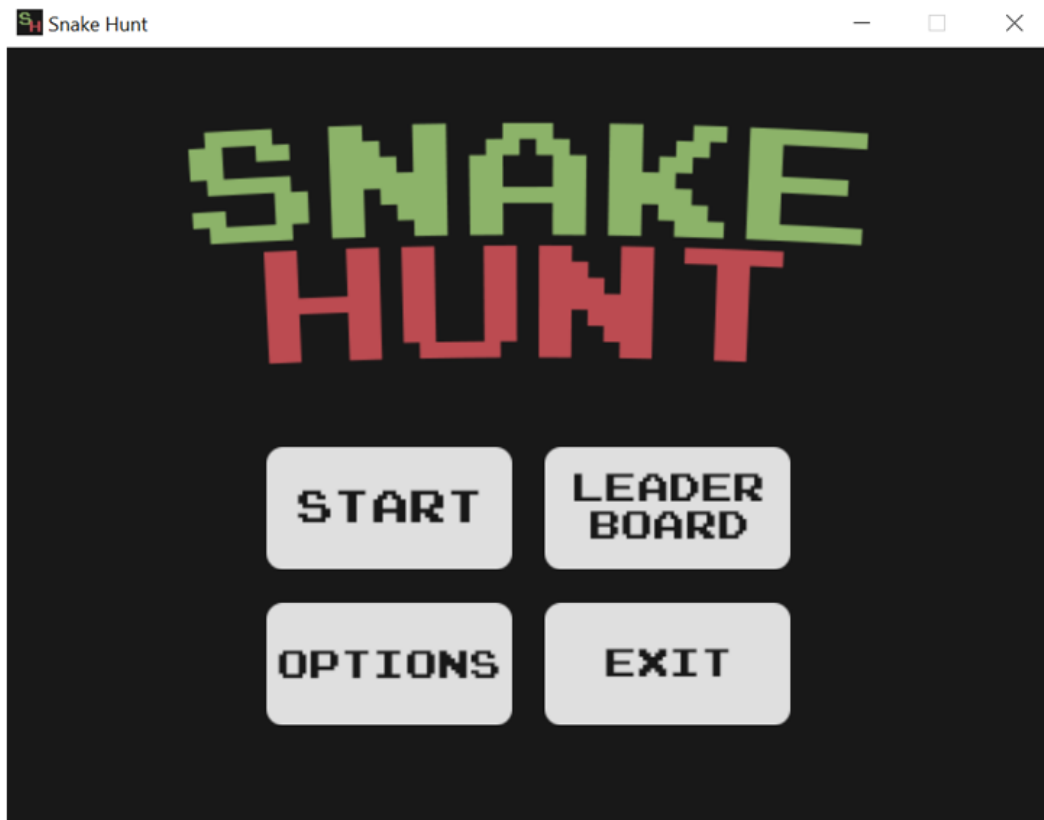


Figure 1

2.1 Start

1. When pressing START the first time you are introduced to 4 options. see Figure 2
2. Choose difficulties (EASY, MEDIUM, HARD). ([3.1](#))
3. The BACK button takes you back to the main menu.
4. Once difficulty is chosen the main functionality begins ([3.](#)).

START

2.2 Leaderboard

1. Press the LEADERBOARD button to open the leaderboard ([4](#)). see Figure 1
2. Upon launching the game for the first time the leaderboard will be empty due to no previous attempts at the game.



2.3 Options

1. Press the OPTIONS button to open the options menu([5](#).) see Figure 1



2.4 Exit

1. Press the EXIT button to close down the game. see Figure 1



3. Start

3.1 Difficulties

1. The user can select a difficulty level(EASY([3.1.1](#)) MEDIUM ([3.1.2](#)) HARD ([3.1.3](#))) on the difficulty screen or return to the main menu ([2](#).) by clicking the back button.

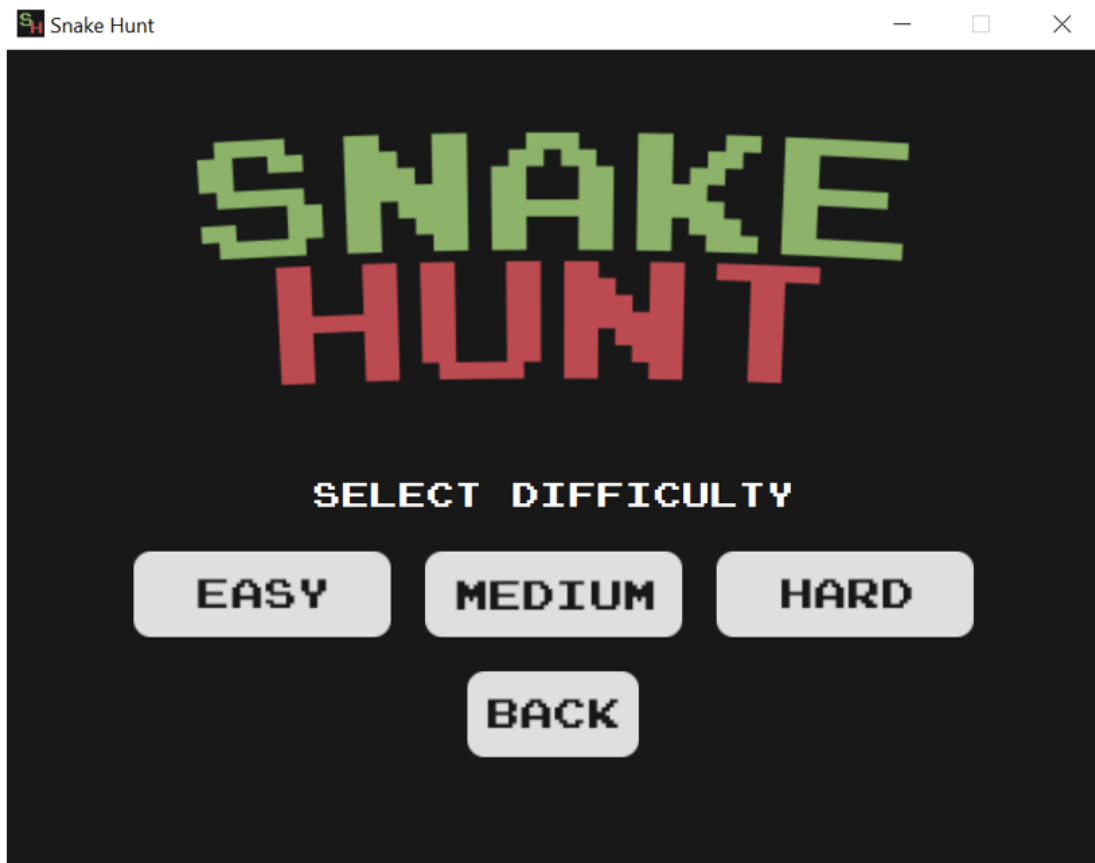


Figure 2

3.1.1 Easy

1. Easy difficulty allows the user to move the snake through the edges and appear on the opposite side. see Figure 3
2. The screen's width and height is (20x15).
3. The snakes speed is normal in this level

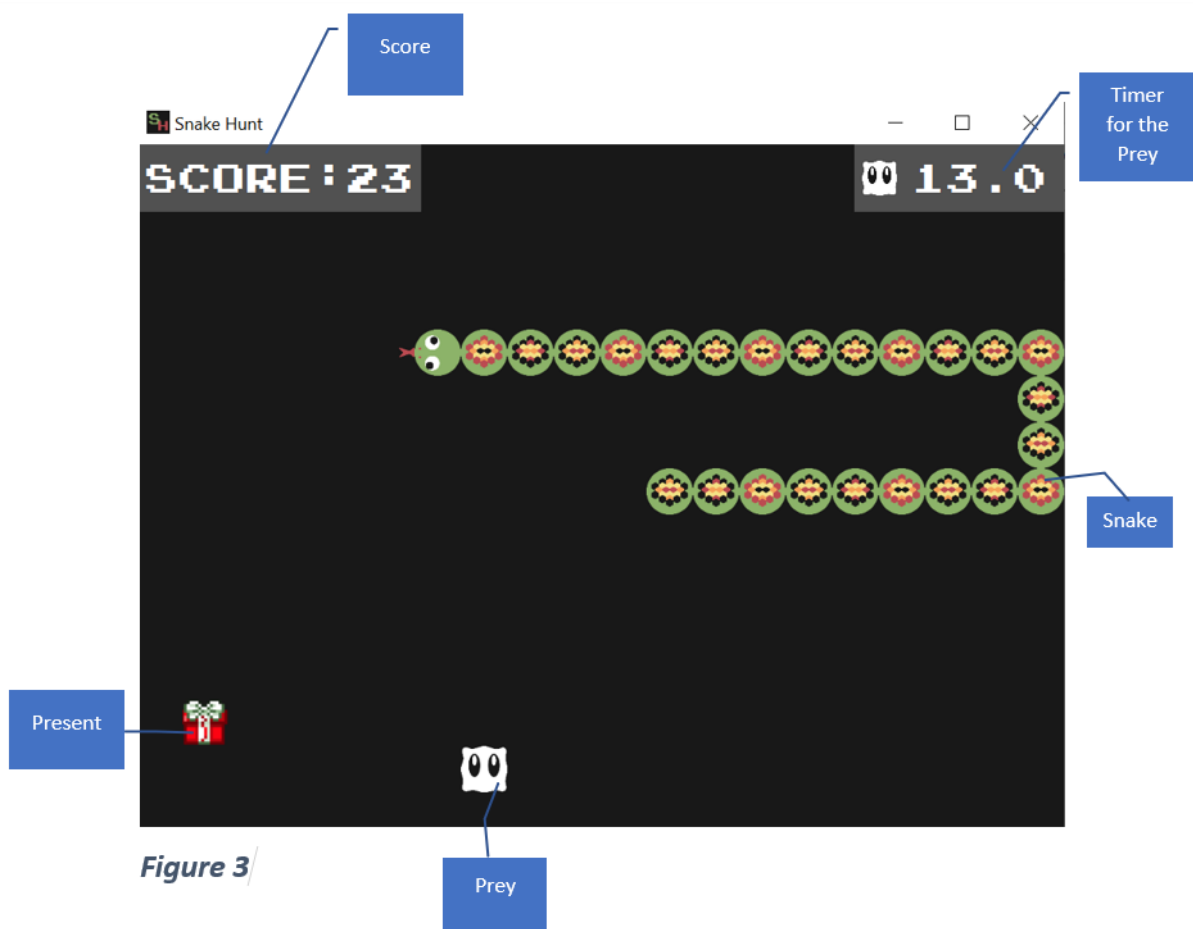


Figure 3/

3.1.2 Medium

1. The game's medium difficulty level features a wall around the border that causes GAME OVER when the snake collides with it. Figure 4
2. The screen's width and height is (24x18).
3. The snake's speed is 30% faster than the normal speed.

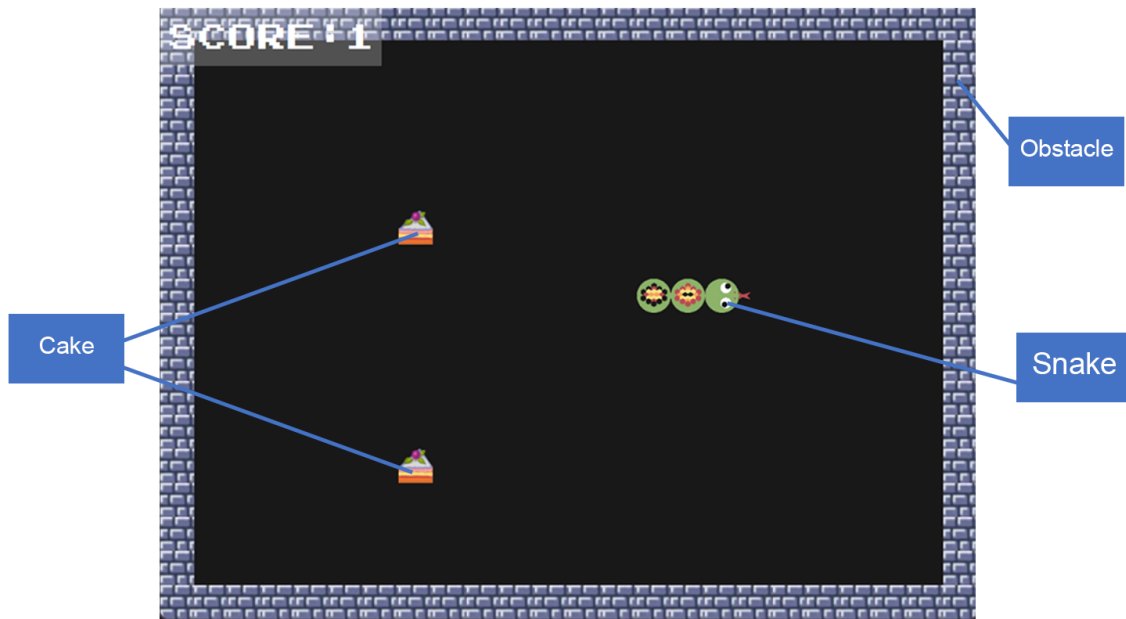


Figure 4

3.1.3 Hard

1. The hard difficulty level of the game contains obstacles dispersed around the game field that induce GAME OVER when the snake collides with them. Figure 5
2. The screen's width and height is (28x21).
3. The snake's speed is 60% faster than the normal speed.

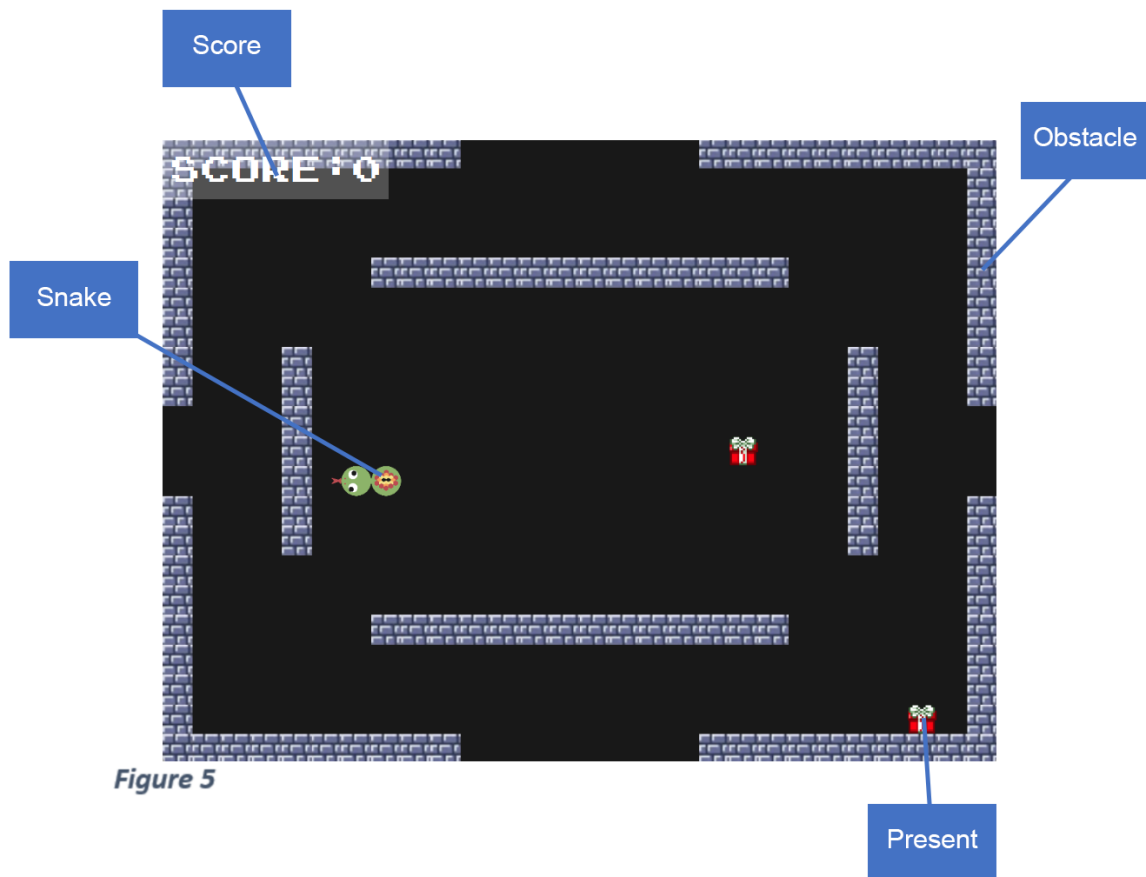


Figure 5

3.2 Movement

The player can play the game by using the “directional keys” on the keyboard.

1. The user can move in directions LEFT, RIGHT, UP, DOWN using either the directional keys or (W, A, S, D).
2. Only 90 degree turns are allowed.

3.3 Food

3.3.1 “Normal food”

1. Food appears once the game is started on random locations across the screen.
2. The normal food will appear on the screen as cake, presents, lollipops and mushrooms.
3. Normal food will always appear in pairs of two. There can never be more than two “presents” at once. When the prey appears on the screen the number of presents are reduced to one.
4. When the snake swallows the present, its length increases and the user score increases by one point. see Figure 3

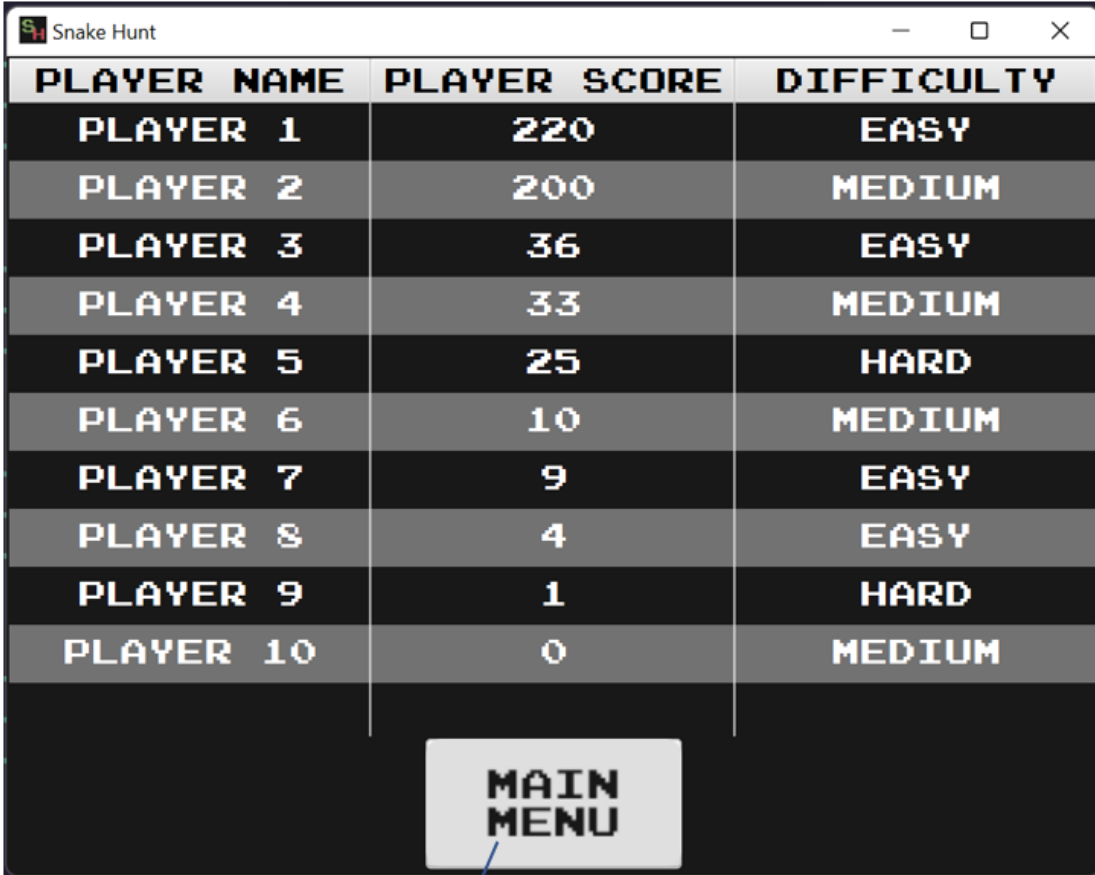
3.3.2 Prey

1. Prey can appear randomly after a certain amount of time.
2. Prey will appear on the screen as a white ghost. see Figure 3
3. The number of presents that are visible on the screen is decreased to one once the prey appears. look at Figure 3
4. Prey will only exist for 15 seconds before despawning again. If the user has not consumed it.
5. The player may see how long the prey is alive via the "Timer for the prey" that is displayed on the top right of the screen. check Figure 3
6. Prey can move in any direction and moves randomly.
7. Prey will run away when chased by the snake.
8. When consuming Prey you gain bonus points and bonus length. Depending on how quickly prey is consumed, the user's score and the length of the snake will increase. More information is provided in section([3.4](#)).

3.4 Score

1. Score will increase when the user consumes food. The score will depend on what type of food it is. Check Figure 3
2. Red presents will increase the user's score by one.
3. Prey will increase the user's score by four, three or two depending on how fast it is consumed. Before 10 seconds the score increases by four. Before 5 seconds the score increases by three. Before despawning the score increases by two.

4. Leaderboard



The screenshot shows a window titled "Snake Hunt" with a standard OS title bar (minimize, maximize, close buttons). Inside the window is a table with three columns: "PLAYER NAME", "PLAYER SCORE", and "DIFFICULTY". The table lists 10 players with their respective scores and difficulty levels. Below the table is a button labeled "MAIN MENU". A blue callout box with the text "Main Menu Button" has a line pointing to the "MAIN MENU" button.

PLAYER NAME	PLAYER SCORE	DIFFICULTY
PLAYER 1	220	EASY
PLAYER 2	200	MEDIUM
PLAYER 3	36	EASY
PLAYER 4	33	MEDIUM
PLAYER 5	25	HARD
PLAYER 6	10	MEDIUM
PLAYER 7	9	EASY
PLAYER 8	4	EASY
PLAYER 9	1	HARD
PLAYER 10	0	MEDIUM

MAIN MENU

Main Menu Button

Figure 6

4.1 Player Name

1. Once the game is finished, the player is asked for their name. If they choose to, they can do so by clicking the SUBMIT HIGHSCORE button, which will record their name along with the score they achieved and the level of difficulty they played at. Sections 4.2 and 4.3 provide additional explanations of score and difficulty. see Figure 6
2. Players' names who participated in the snake game are listed in the Player Name section of the Leaderboard.
3. If the player chose not to provide a name, the Player Name box may also display an empty name. Section 6.2 provides more information.
4. Scores are only stored locally on the computer, which prevents score sharing with other players who used a different computer to play the game.

4.2 Player Score

1. After choosing to submit their high score as indicated in section 4.1, the player's high score is shown on the leaderboard under the PLAYER SCORE section. see Figure 6
2. Only the top 10 players with the highest scores can be seen on the leaderboard.
3. The rankings are kept in order of highest to lowest.

4.3 Difficulty

1. The difficulty of the game that is played is displayed on the leaderboard under the DIFFICULTY section if a player chooses to submit their top score as described in section 4.1 see Figure 6
2. The player's selected level of difficulty, which can range between easy, medium, and hard, is displayed under the DIFFICULTY section. Additional details about difficulties are provided in Section 3.1

5. Options

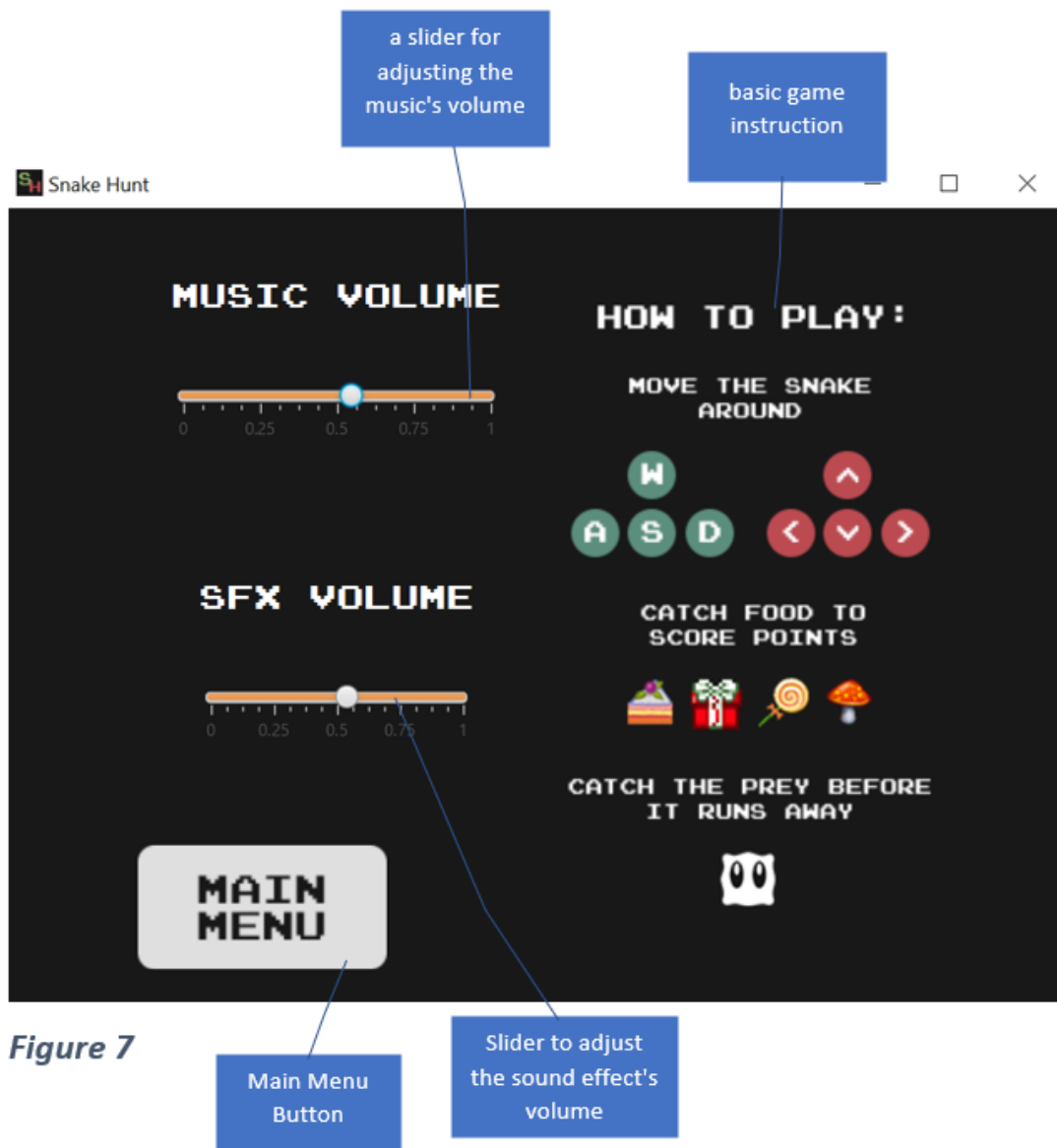
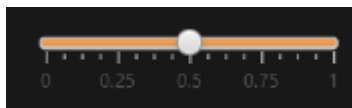


Figure 7

5.1 Sound

5.1.1 Music Volume

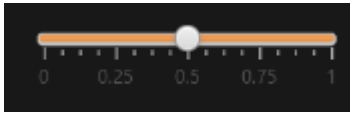
1. The music can be lowered and raised using the volume slider. check Figure 7



2. This controls the background music in the main menus and in the main functionality.

5.1.1 SFX Volume

1. The special effects can be lowered and raised using the volume slider. check Figure 7



2. This controls every special effect in the program.

5.2 How to play

1. See more information about the movement here ([3.2](#)). check Figure 7
2. See more information about the food here ([3.3.1](#)).
3. See more information about the prey here ([3.3.2](#)).

5.2 Main Menu

1. The MAIN MENU button takes you back to the main menu([2](#)). check Figure 7

6. Game over screen



Figure 8

6.1 Play again

1. The PLAY AGAIN button starts the main functionality at the same difficulty level. check Figure 8
2. The main menu button, which is described in more detail in the (6.3) Main Menu section, should be selected by the user if they wish to adjust the difficulty level.

6.2 Submit highscore

1. The SUBMIT HIGHSCORE button saves your score for your current game. check Figure 8

2. By filling in the text field above the button group you save your score to that name.
3. Even without providing their identity, the user can still submit their score. The score will be saved in that situation with a blank player name.

6.3 Main Menu

1. The MAIN MENU button takes you back to the main menu([2.](#)).