Word Snake

Developed by – Md Kauser Ahmmed.

**Tool used for development:** Unity3d.

**How to install and run the game:** You need [game\_name].exe and [game\_name]\_data in the same folder to play the game. Double click on [game\_name].exe file and start play the game.

**Controls/Rules of the game:**

|  |  |
| --- | --- |
| **“A” or “Left Arrow”** | **Rotate left** |
| **“D” or “Right Arrow”** | **Rotate right** |
| **Space** | **Reset Letter on the snake head and drop the tail letters.** |
| **Esc** | **Pause/Resume Game** |

You will start with a random letter. You will move the letter to collect other letters to make a meaningful word. You can reset head letter and cut tail at any time by press “Space”. If you make a meaningful word, you will be awarded with score equal to length of the word.

If you create a word snake at any time which has no possibility to make meaningful word, the game will be over.

In the game you are a person who woke up and find himself inside a tiny room. You can play the game by clicking. There will be action represented as a hyperlink. You click the link means you perform the action or explore the thing. The game is a puzzle. You must get out of the room. So, you have to click by click explore the things and find the right things to get out of the room.

**How to win the game? :**

There is no winning strategy for the game. Try to make as many meaningful word as possible to raise score. If you make a word which has no future possibility to make a meaningful word, then game will be over.

**Game Development Process:**

* Draw the board.
* Add snake head.
* Add script to control snake.
* Add script to spawn random letter with probability of the letter in the dictionary.
* Add script to grow word snake on consuming letter.
* Create meaningful word dictionary asset.
* Limit auto generated letter between player outside radius and wall.
* Add Game menu.
* Add game restart functionality.

References:

1. Tutorial used: “Unity Slither Snake Tutorial series.”,

content creator: Mario Haberle.

Link: <https://www.youtube.com/watch?v=TV0KYE4QWEo&t=87s>

Contribution to my game: I follow the tutorials to use snake movement, create letter orbs.

1. Tutorial used: “Game Manager Tutorial Series”,

content creator: Gamer To Game Developer.

Link: <https://www.youtube.com/watch?v=pSNT2kJIQUg&list=PLwyZdDTyvucwjwqucleVQB7U12H2JPvg5&index=37>

Contribution to my game: I follow the tutorials to create Game manager menu.

1. Resource: Chess Board Textures.

Link: <https://assetstore.unity.com/packages/3d/chess-board-textures-68969>