

Snake: End User

Mars will be set up using the bitmap display using 256 by 256 base address for display will be set up to be the 0x10040000(heap), and the keyboard simulator.

Upon starting the will display the menu that will show the controls M-Menu, E-Exit, R-Restart, P-Pause, and WASD for movement. The game will automatically start upon the game being loaded. The Controls will be WASD (W-up, A-left, S-down, F-right) to steer the direction of the Snake. The objective is to survive as long as possible and collect the apples while managing to avoid colliding into yourself and the walls. The User will receive points 100 points per apple collected. The users score will be located at the top left corner, a timer showing the time survived will be shown on the top right corner.