**Game design**

* General Overview

The game will be based off the original snake game with added twists and turns for a unique taste. Instead of growing in size, the snake would have variable speed and the challenge for the player would be controlling the snake at high speeds. Later versions of the game would include features such as larger moving grounds or sliding background and obstacles to increase the difficulty of the game. The protagonist of the game is Green Lightning.

* Game Goals

The game will have a simple aim of eating as many energy sources in one life. There will be no re-do if the player kills the snake. The player will also have the option to make the snake eat “poison” which will help slow down the snake if the snake movement gets too fast.

* Interaction between player and game

The player will be able to control the game just by using the keyboard. At no point will mouse input be required.

The player will interact with Green Lightning using the 4 arrow keys to move the snake in either of the available directions. If the snake hits the corner of the screen then the game will end. If the snake eats the poison then it will slow down by “15 ms”. Eating each food source will increase speed by “5ms”.

* Basic menu layout

The menu will be very simple consisting of 4 options: Play, Credit, Help, Quit.

|  |
| --- |
| Play |
| Help |
| Credit |
| Quit |

The options will be embedded into the mains tart up screen. The same menu will be presented when the game ends. There will be sound associated with a few options displayed in the menu.

* Game layout

The game screen will be 800 x 600 pixels. On the screen will be Green Lighning at the centre position. The food and poison coordinates will be decided randomly during gameplay (Shown below).

Gameplay Screen at an instant

|  |
| --- |
| \* ( Poison)  ---- (Snake)  \*\* (Food) |

* Story

The story will be based on Greek mythology. The main characters would be Green Lightning and the background story characters would include Zeus and Medusa. The snake is brought to life by nature and protected by Zeus in the hopes that he will grow up and kill Medusa.

* Overview of enemies

There will be no AI enemies in the game. Rather the only danger the player has is hitting the wall and killing the snake.

* Image theme

The image theme will be green as Green Lightning is imagined to be green. The game story will also have a dark theme to it in the sense that the story will be around revenge.

* Changes during / after beta testing

Showing the game to friends revealed flaws that slipped through the eyes of the game maker.

1. It was suggested that there should be a way to slow down the snake so that the game becomes more manageable overtime.
2. It was also suggested that a sound should play when the snake “bites” into the food source.
3. It was also suggested that there should be sounds for game menu to keep things interesting.

ALL OF THE RECOMMENDED CHANGES WERE IMPLEMENTED IN THE SUBMITTED VERSION OF THE GAME.

**Time invested in the game is over 2 weeks as there was a steep learning curve for this assignment. I am hoping that the practice from this assignment will help reduce time for further assignments.**