

Snake Game FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY

- ☒ Accelerometer moves the Snake
- ☒ Game over screen when Snake reaches its maximum length or hits something that is not walkable
- ☒ The Map must be bigger than the screen (at least 50*50 tiles)
- ☒ The Snake grows when it eats a goodie
- ☒ At least 2 buff and 2 debuff Map items
- ☒ Status bar shows Snakehead coordinates
- ☒ Art includes at least one sprite
- ☒ Invincibility button

EXTRA FEATURES (choose up to 10):

- ☒ Pause game button enable
- ☐ An object that could lower speed for the Snake
- ☐ Magnet that allows the Snake to attract other objects
- ☒ Objects that give negative effects like speed up or extra length without score
- ☐ Difficulty modes
- ☒ Game start page
- ☐ Random map initialization
- ☐ Sound effects
- ☐ Pathway to another map
- ☐ Moving objects
- ☐ Animation

☒ In-game menu

☒ Multiple lives and the possibility to lose and start over

☐ Save the game

☒ Other: (please describe)

1. Congratulations You Win screen when Snake reaches set max score

2. extra buff that decreases the length of the snake without score

3. Storyline/Overview of Game that follows the Game Start Page

-my storyline has 8 pages

4. Changing the direction of the snake's head sprite depending on what direction it moves

5. Changing the direction of the snake's body+tail sprite depending on what direction it moves