User Guide Document - Sekans

Description of the app

Sekans is a game application.

There are up to four snakes , one controlled by the player, the others by the computer. Each iteration of the game clock head advances one square in his direction and the previously occupied rectangle turns black. If the snake advances onto a black area or outside the limits, that snake loses. There can be more losers.

Description of each screen
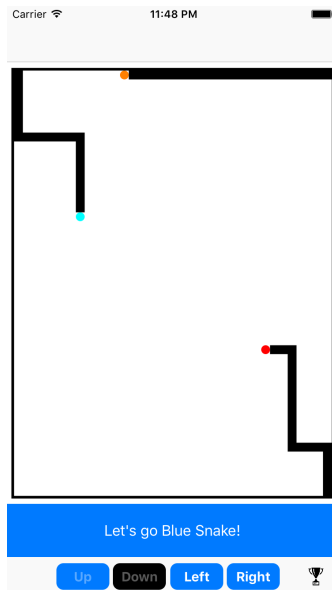
Main screen : it's the game screen.
We can see the snakes and the black squares.
The player's snake is the one with blue head.
The user controls the directions using the four buttons at the bottom of the page.
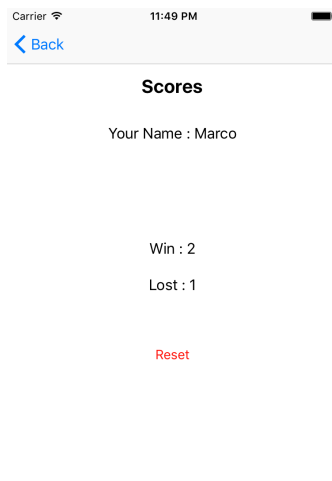The selected direction is black and all the unavailable directions are grey.

In the left bottom corner, a button allows the user to open the Scores page.
A double tap on the screen opens the Scores page as well.
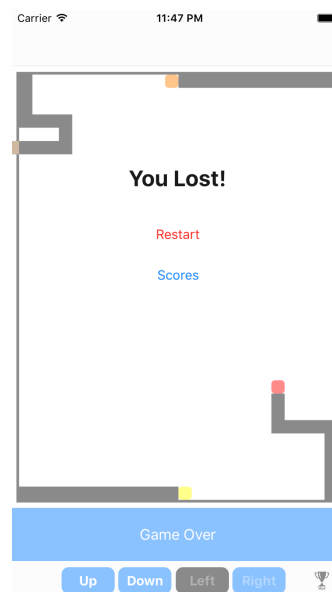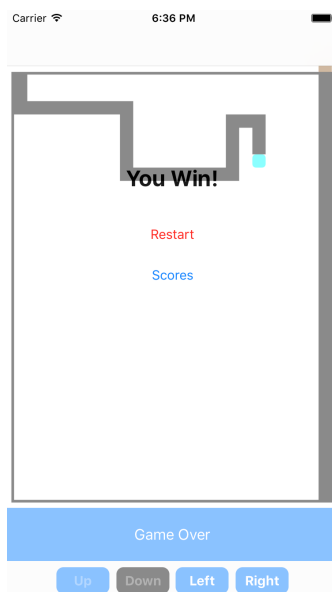
Win/Lose screen : It shows up at the end of a game and indicates whether or not the user won.

From this screen, the user can restart the game or see the scores.

Scores Screen : It shows the name of the player and his won and lost games.

He can go back, reset the statistics or open the settings tab.

Scores

Your Name : Marco
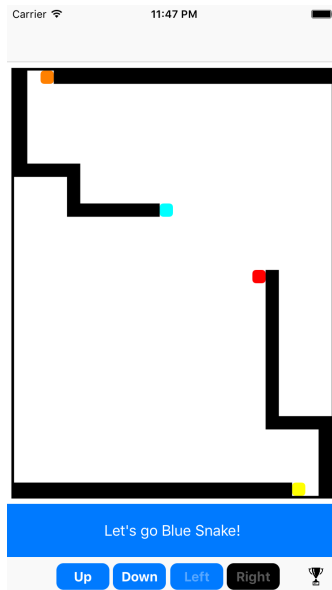
Win : 2

Lost : 1

Reset

Scores   Settings
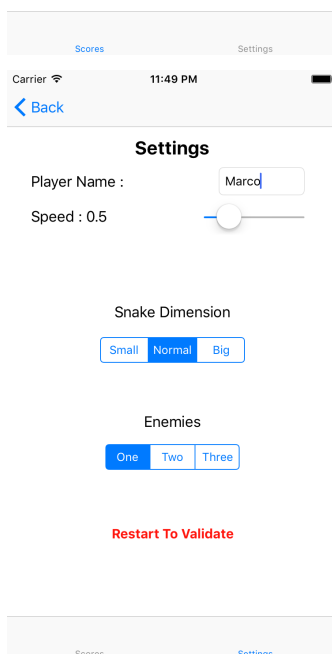
Settings Screen : It allows the user to change the player's name, the speed of the game, the dimension of the snakes and the number of opponents.
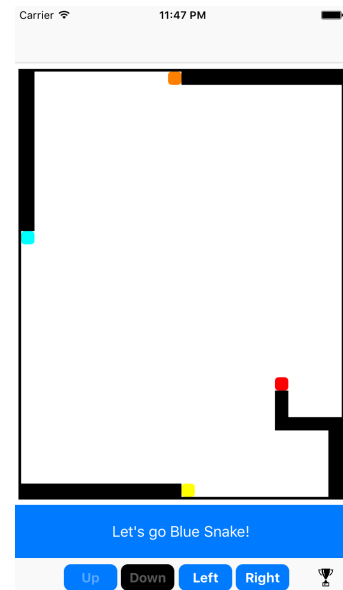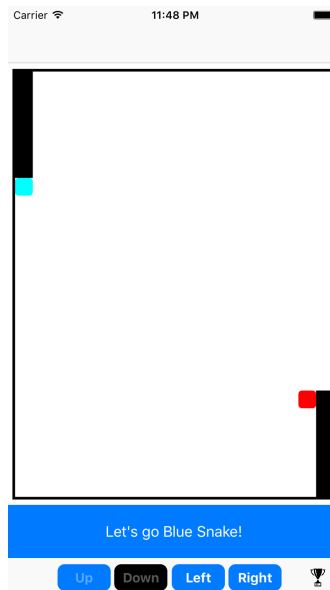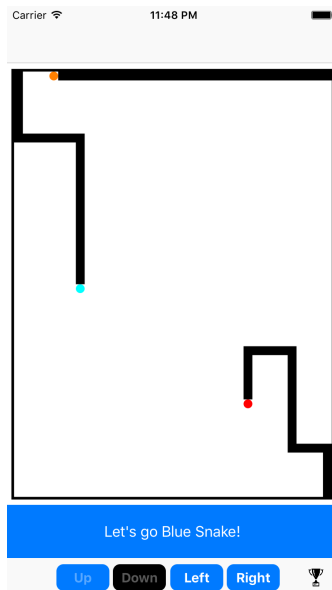In order to validate his changes, he has to click the restart button.

Settings

Player Name :   Marco

Speed : 0.5

Snake Dimension

Small Normal Big

Enemies

One Two Three

Restart To Validate

Scores   Settings

Special features

- Up to 4 snakes at the same time :

- The size of the snakes can be changed :

- The speed of the game can be chosen between 0.2 and 2 seconds per movement
- **The application IS PERFECTLY WORKING**