

Game Concept Document: Snake Game

Title: Snake Game

Summary: Snake Game is a simple arcade game where players control a growing snake to eat apples while avoiding collisions with walls and itself. The goal is to achieve the highest score possible.

Genre: Arcade, Casual

Platform: PC (Windows, macOS, Linux)

Target Audience: Casual gamers of all ages, especially those with a nostalgic interest in classic arcade games.

Features:

- **Classic Gameplay:** Easy to learn, challenging to master.
- **Score System:** Points increase with each apple eaten.
- **Simple Controls:** Arrow keys for navigation.
- **Retro Graphics:** Pixelated, minimalist style.
- **Dynamic Difficulty:** Adjustable snake speed.

Core Mechanics:

- **Movement:** Snake moves continuously in specified direction.
- **Growth:** Snake grows longer with each apple consumed.
- **Collisions:** Game over on collision with walls or self.
- **Apple Spawn:** Random, non-colliding positions.

Tools:

- **Framework:** LÖVE (Love2D)
- **Language:** Lua