# **­­­ANACONDA IN ACTION**

## ALPHA VERSION

## GROUP 3

GAME INTRODUCTION:  
We're excited to introduce you to our latest creation, Anaconda in Action, which brings a new spin on the classic Snake game. You can navigate your snake through the digital realm and watch its size grow with each bite you take. In this preliminary release, all the features you need are in place - eat some tasty morsels and witness your snake's size grow. There are, however, perilous obstacles to be avoided, so tread cautiously. When a collision occurs, the "Game Lost" page appears, and you can restart the game by pressing restart button.

For now, there is only one functional button working on the main menu of the alpha version - the 'Play' button. Other buttons will work in the full version of game. Also, in the full version we will add sound on collusion and when the snake eats the food. In full version we will add levels and make the game more complicated.

\* **LAYOUT AND GAME OBJECTS**

\* The Basic Layout of The Game which includes Ground and Wall obstacles.

→B00158381—Muhammad Muneeb Nadeem

\* Game object Snake Head and Body Prefabs and colours in the layout.

→ B00158273—Pratham Raina

\* Food Game object and its prefabs.

→ B00158381—Muhammad Muneeb Nadeem

\* Camera Settins And Background

→ B00158273—Pratham Raina

\* **SCRIPTS**

→ Main Menu Script and replay user menu after the snake hits the wall

→ B00158381—Muhammad Muneeb Nadeem

→ Snake functionality And Spawning food

→ B00158273—Pratham Raina