**Interactive Multimedia**

**Final Project Submission**

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**References**

**Sound**

Snake Music - <https://www.zedge.net/find/ringtones/snake%20game>

Snake eat sound- <https://pixabay.com/sound-effects/search/eating-apple/>

Snake death - <https://www.pond5.com/search?kw=snake-death&media=sfx>

**Background Image:**

Main Menu Page and Game Lost Page: <https://wallpapers.com/wallpapers/clear-snake-game-character-z6jd7jtsl04g6mxx.html>

**Scripts**

**1.Build Index (Scene Management)-**

<https://docs.unity3d.com/ScriptReference/SceneManagement.Scene-buildIndex.html>

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**2.Math clamp function** - <https://docs.unity3d.com/ScriptReference/Mathf.Clamp.html>

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**3. Transform.lookAt function** - <https://docs.unity3d.com/ScriptReference/Transform.LookAt.html>

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**4. Array Unity -** <https://docs.unity3d.com/2020.1/Documentation/ScriptReference/Array.html>

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**5.Physics Overlap Food Prefab-**

<https://docs.unity3d.com/ScriptReference/Physics.OverlapSphere.html>

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