Unity Snake 3D Project

Unity version:

I made the project with Unity3D 5.4.0f3 Personal.

Process:

- First I worked on the core game and implemented the movement of the main snake and then worked on the adding tails and the movement of the tail parts and making it look smooth.
- Then I made the levels and implemented the borders and obstacles and made if the snake hits one of them the level restarts.
- Lastly I worked on the UI and made the main menu with animation for the settings panel and the level select panel then the UI in the game scene with scoring system.

Controls:

In unity editor I made the controls of the snake as follows:

- Pressing "A" turns left.
- Pressing "D" turns right.

On Smart Phones:

- Taping/Dragging/Keep Pressing on either left or right the snake turns to the corresponding direction.

Builds:

I made a test build on android in the Builds folder.