# Snake movements

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| **Use Case Name**: Snake movements and attraction towards turtle |
| **Brief Description:**  Snakes have different speeds. Snakes also cannot get too close to each other. When turtle gets too close to snake, the snake gets attracted to turtle. |
| **Actors:** Player and Game |
| **Basic Flow:**   1. The Player moves and gets close to turtle 2. The snake turns reddish and gets attracted to turtle |
| **Alternate Flow:**  N/A |
| **Preconditions:**  The player must move the turtle close to snake for the attraction to happen |
| **Success Guarantee:**  The snake gets a reddish color |
| **Minimal Guarantee:**  N/A. |