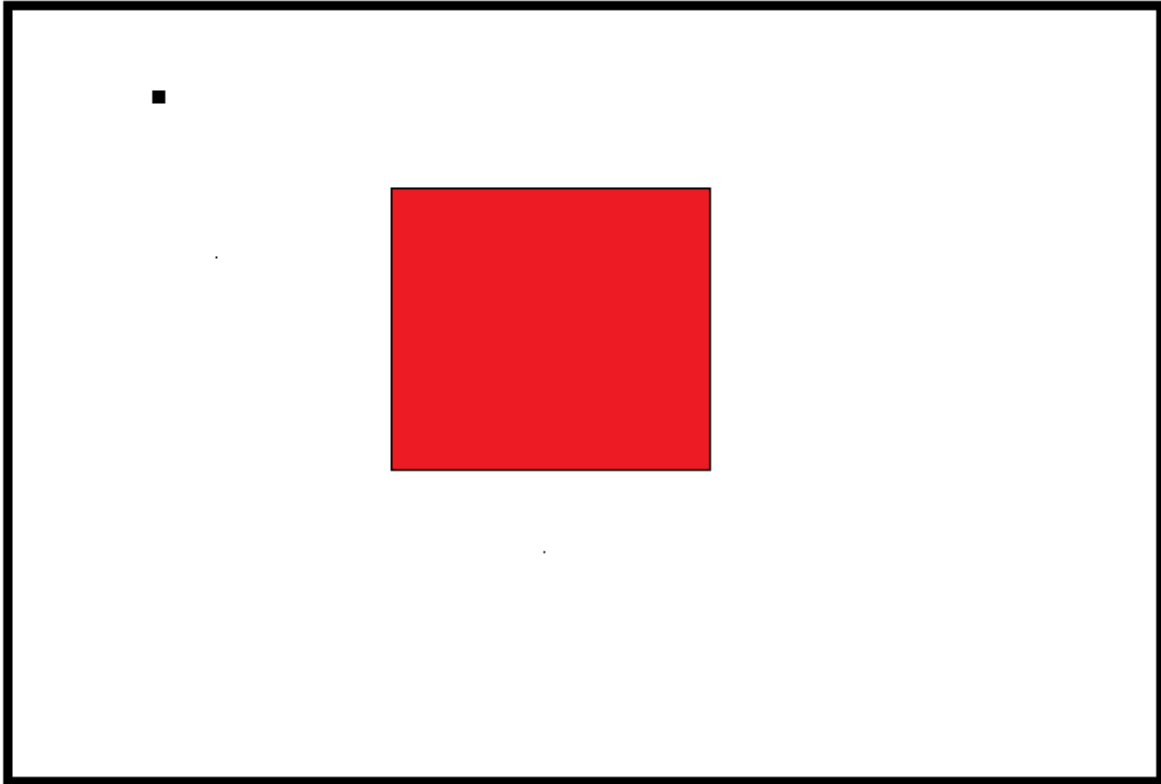Overview

Snakelike game is a game that will involve moving a square to other squares/points on the screen that appear and collecting them.
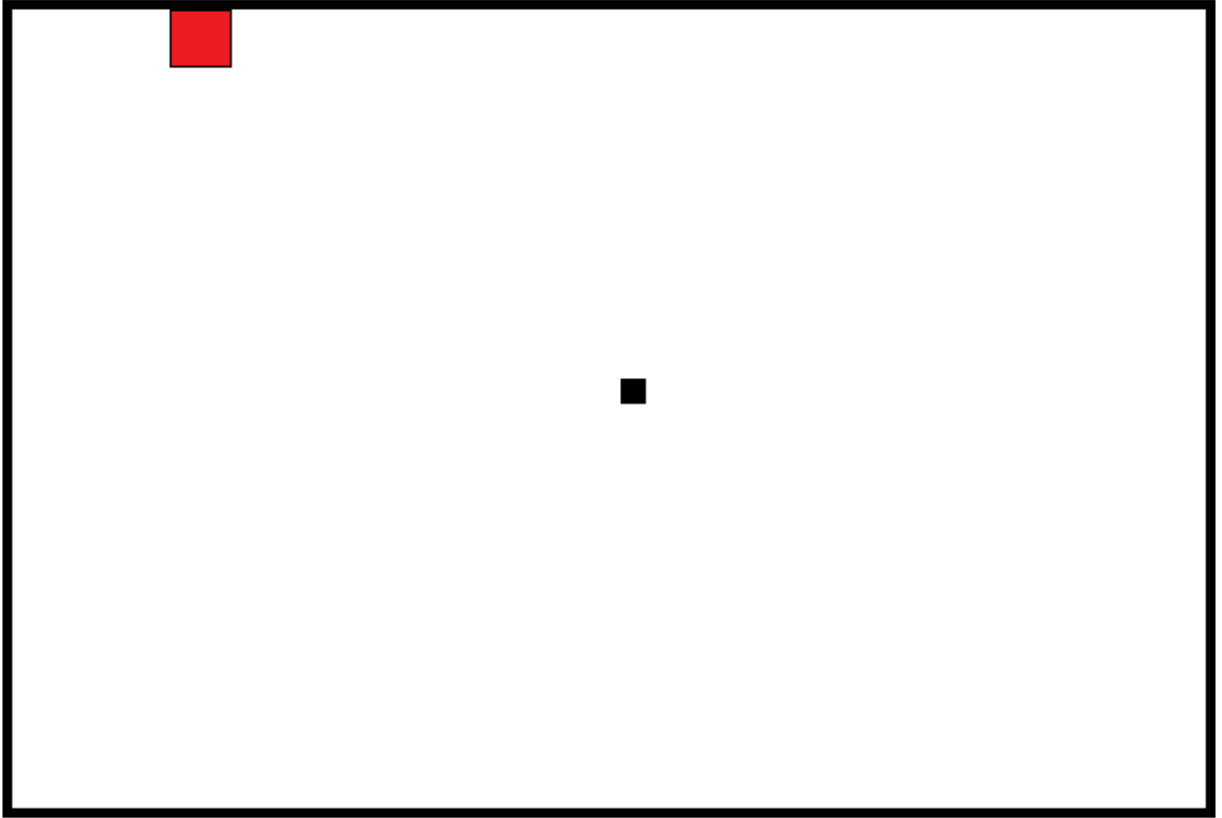
Screen 1:

State: This is a screen of the beginning of the game.

Event: The red square is representative of the square you will be moving as the player; in the game it will be black.   You would try to move the red square to the black one by going up and then left. To 'collect' a square, your square must collide with it.

To navigate your square you must use the arrow keys to reach the small black squares. Your square will keep moving in the direction of the last key you pressed until you press a new direction.

After Event: Upon collision, your square will shrink. A new square will appear somewhere else on the screen and you will have to collect the new square. The squares will either appear on random locations via a generator (that we would implement) or from a set collection that we choose.

Screen 2:

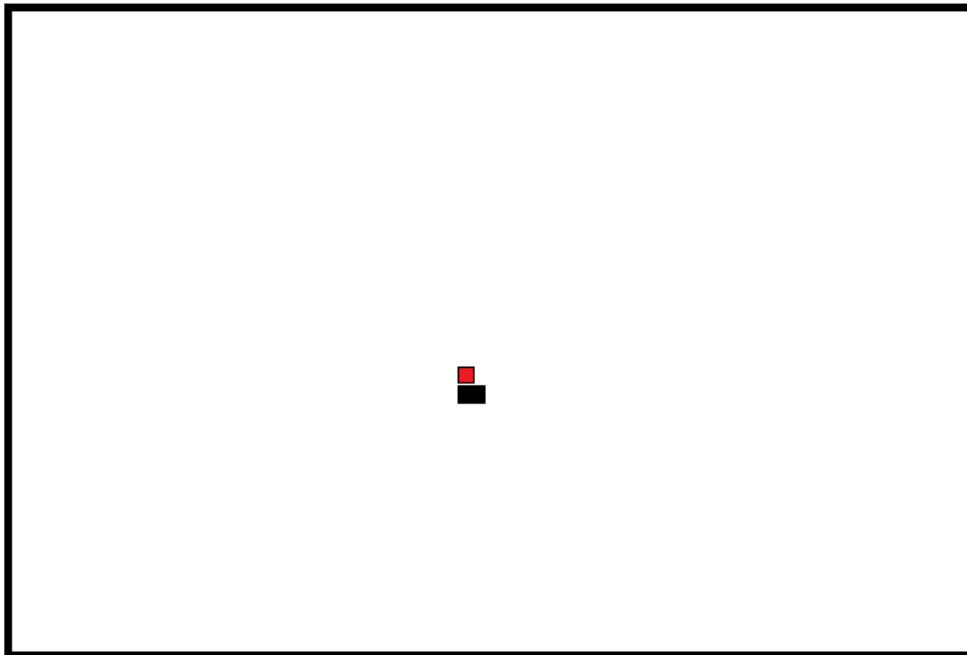State: The red square has collided with the edge of the screen.

Event: Upon collision, the game will end and you will no longer be able to navigate the red square and no more new black squares will be generated.

After Event:

After the collision, the screen will be cleared, and the message will be displayed indicating that you lost.
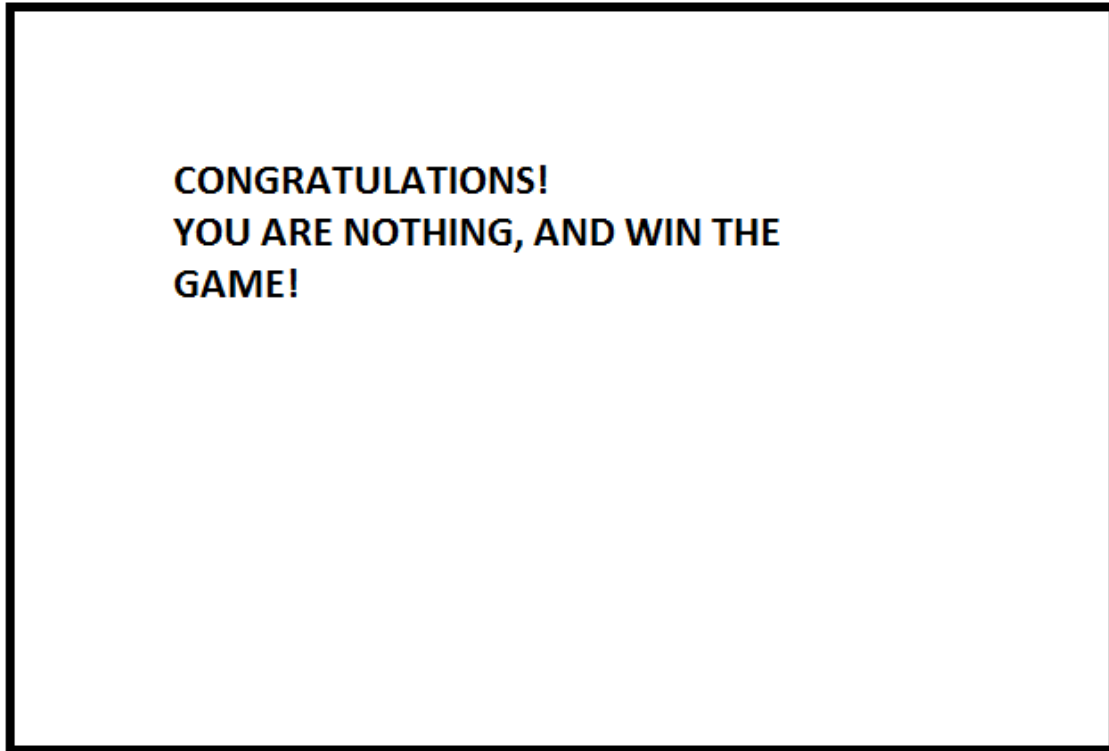
Screen 3:

State: This is after a few small squares have been collected.

Event: The square you're navigating has significantly shrunk in size, and after collection of the final black square, you're red square will disappear.

After Event:

CONGRATULATIONS!
YOU ARE NOTHING, AND WIN THE GAME!

After collection of the final square, the above screen will be displayed declaring that you have won the game.