

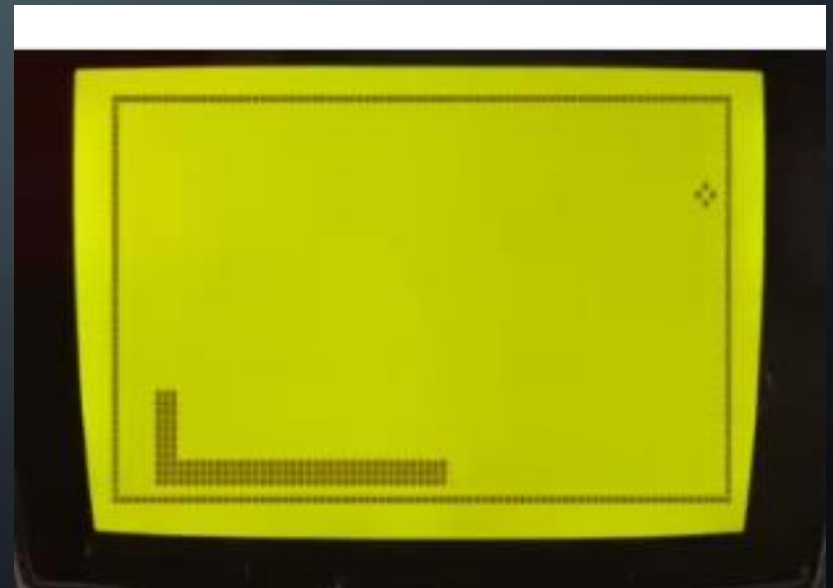
A decorative graphic on the left side of the slide, consisting of a network of white lines and small circles on a dark blue background, resembling a circuit board or a neural network.

2-PLAYER SNAKE

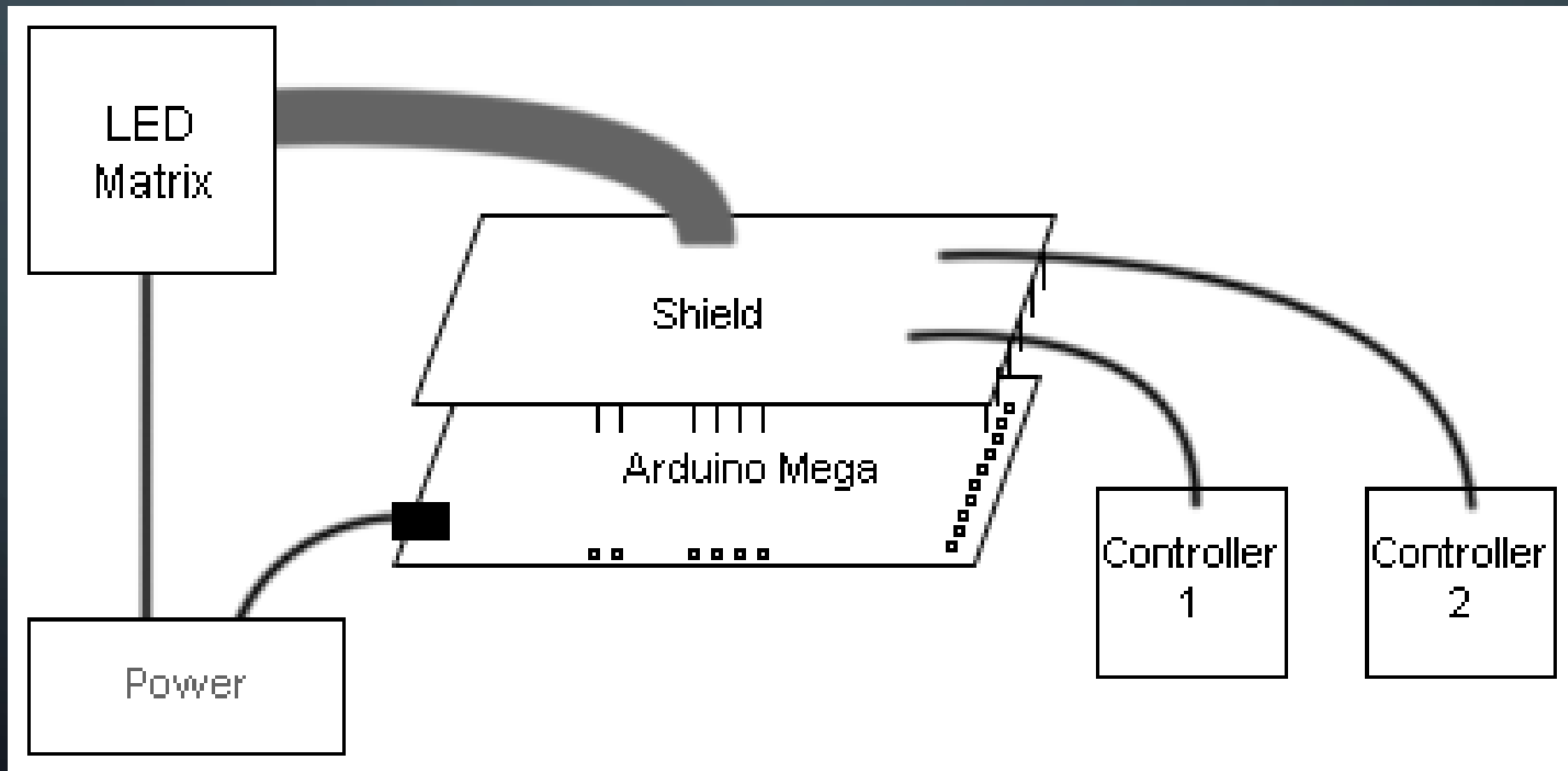
EDWARD HUGHES

INSPIRATION

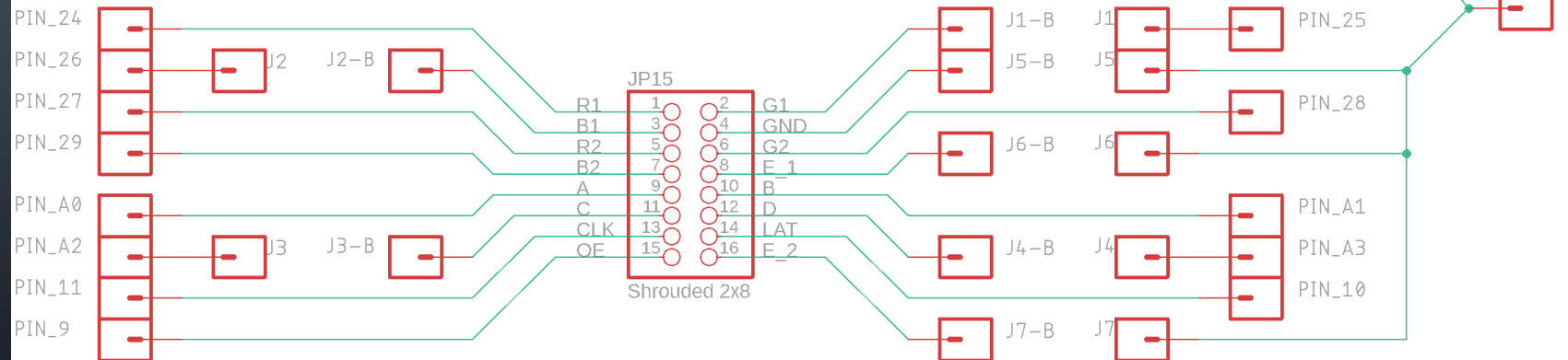
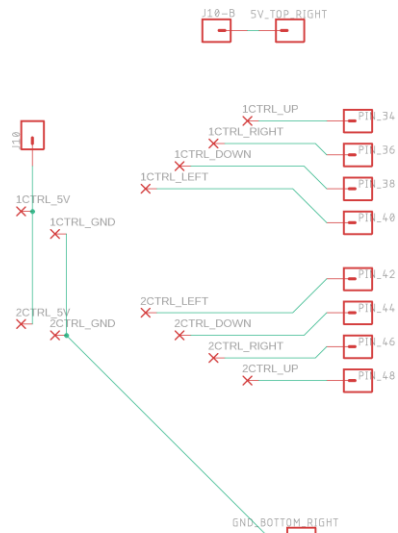
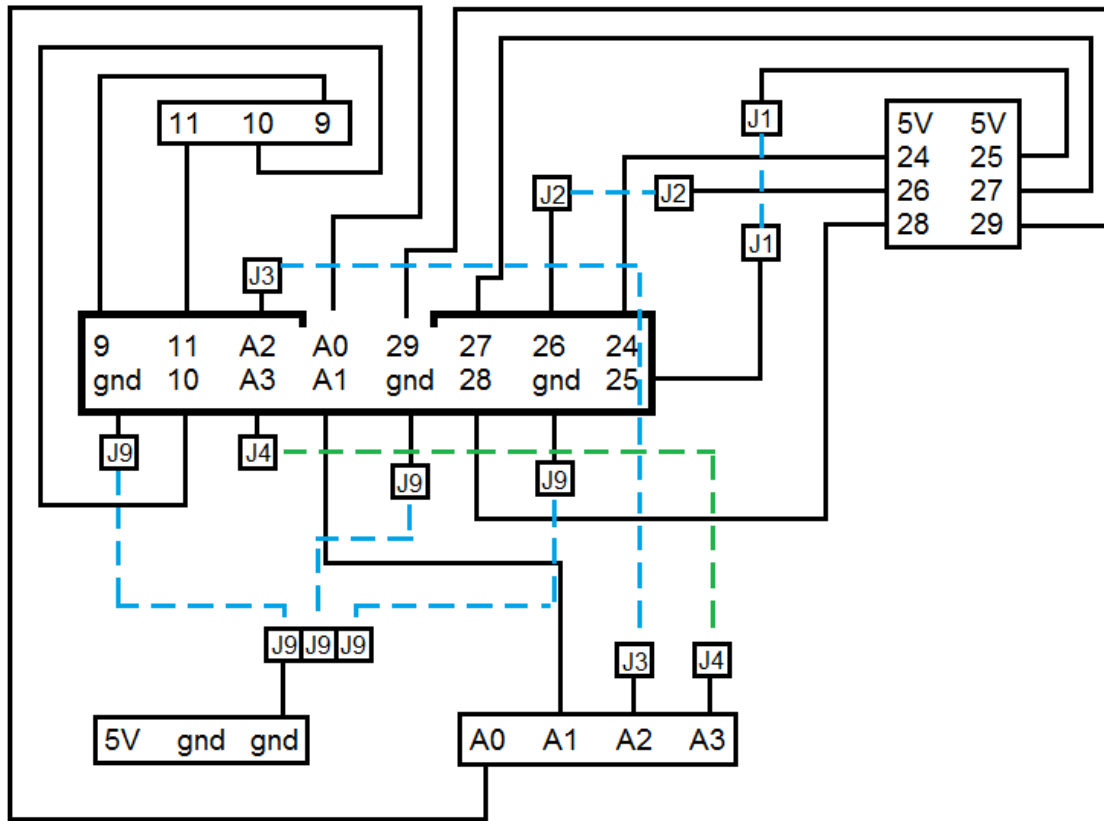
- Classic Snake game on the iconic Nokia phone
- Single player is boring so that's why this is 2-player

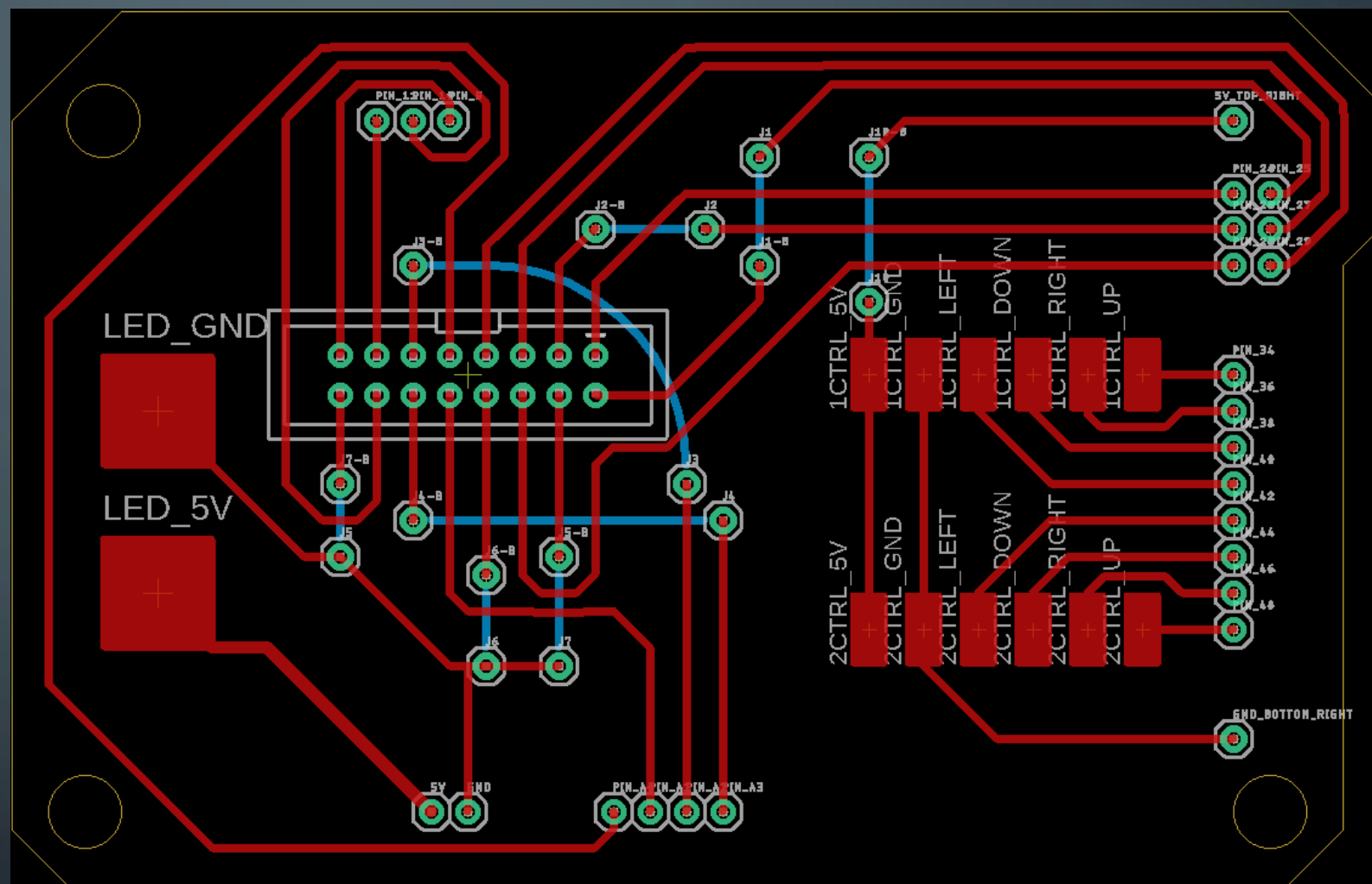
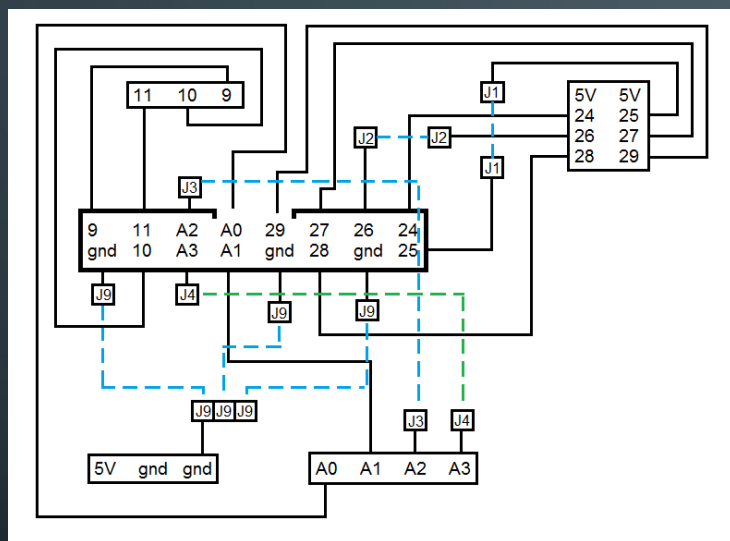


BIG PICTURE

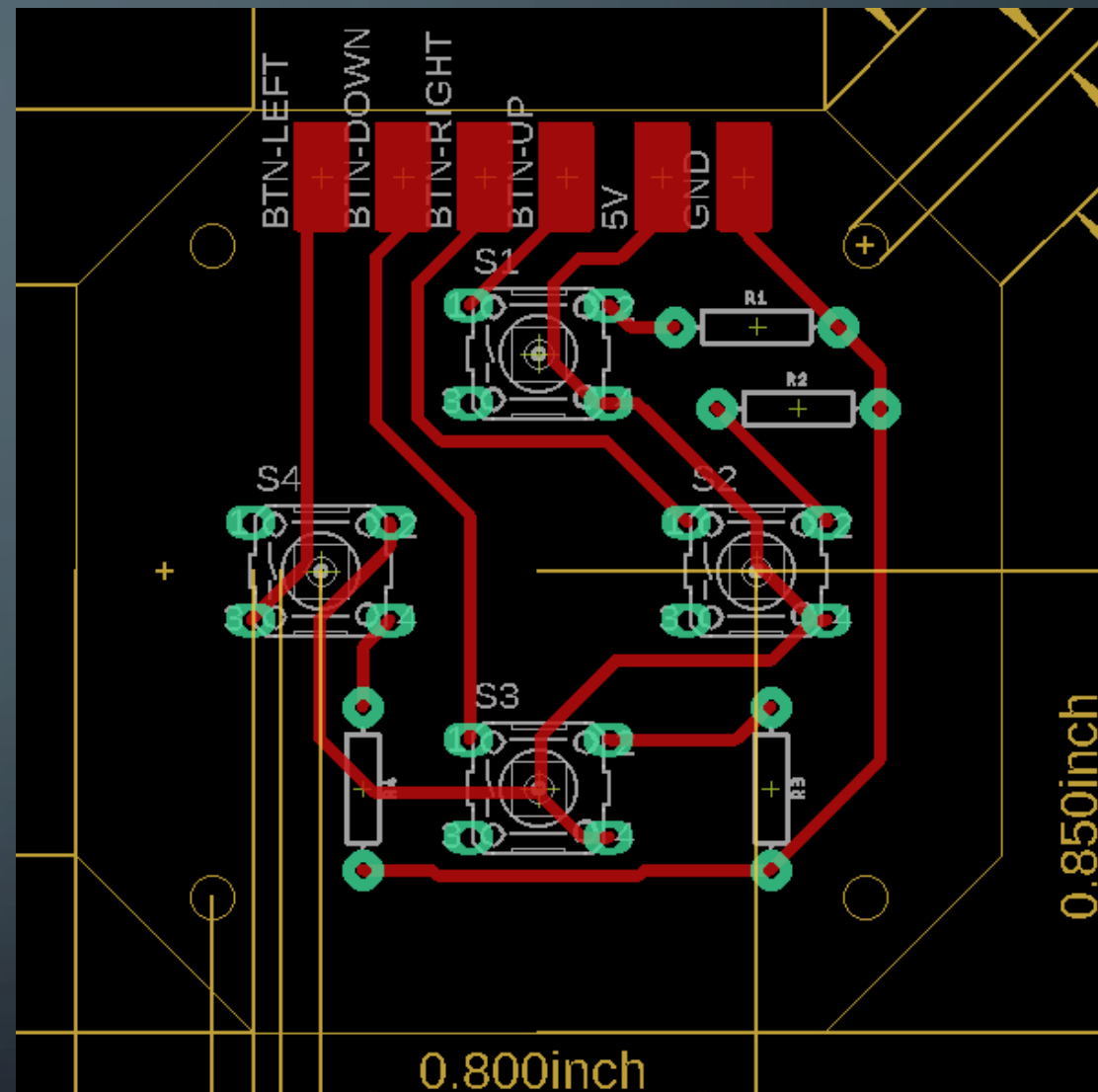
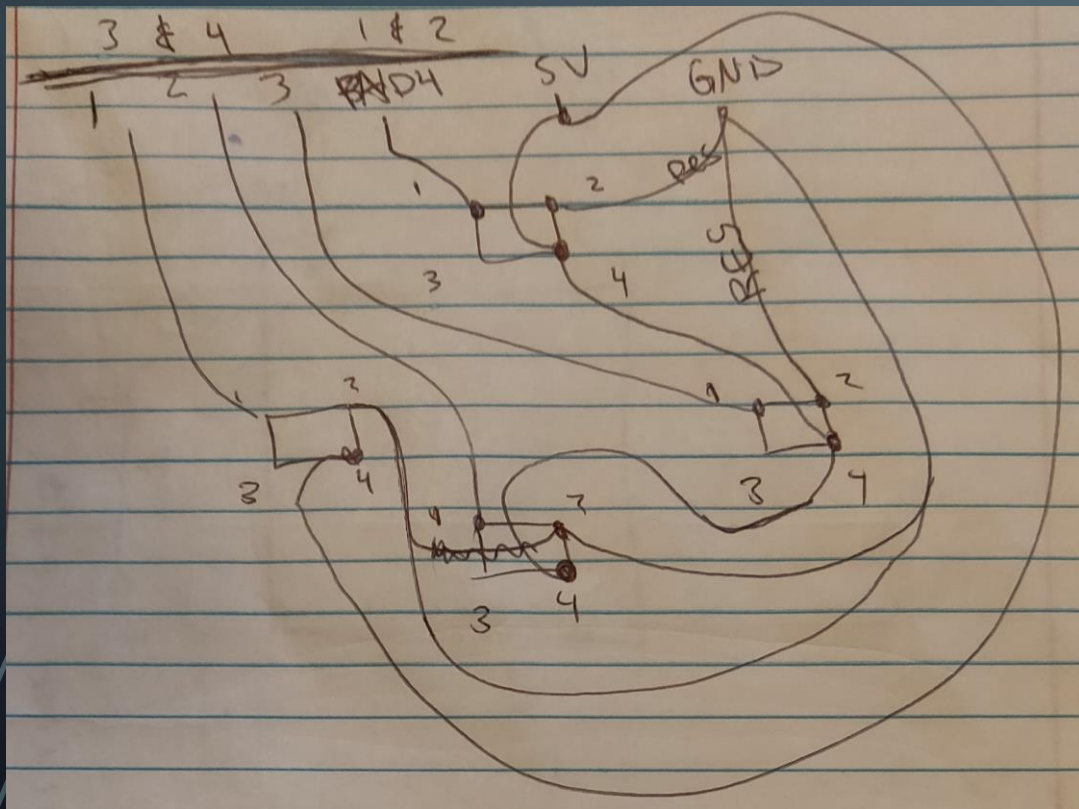


SHIELD DESIGN

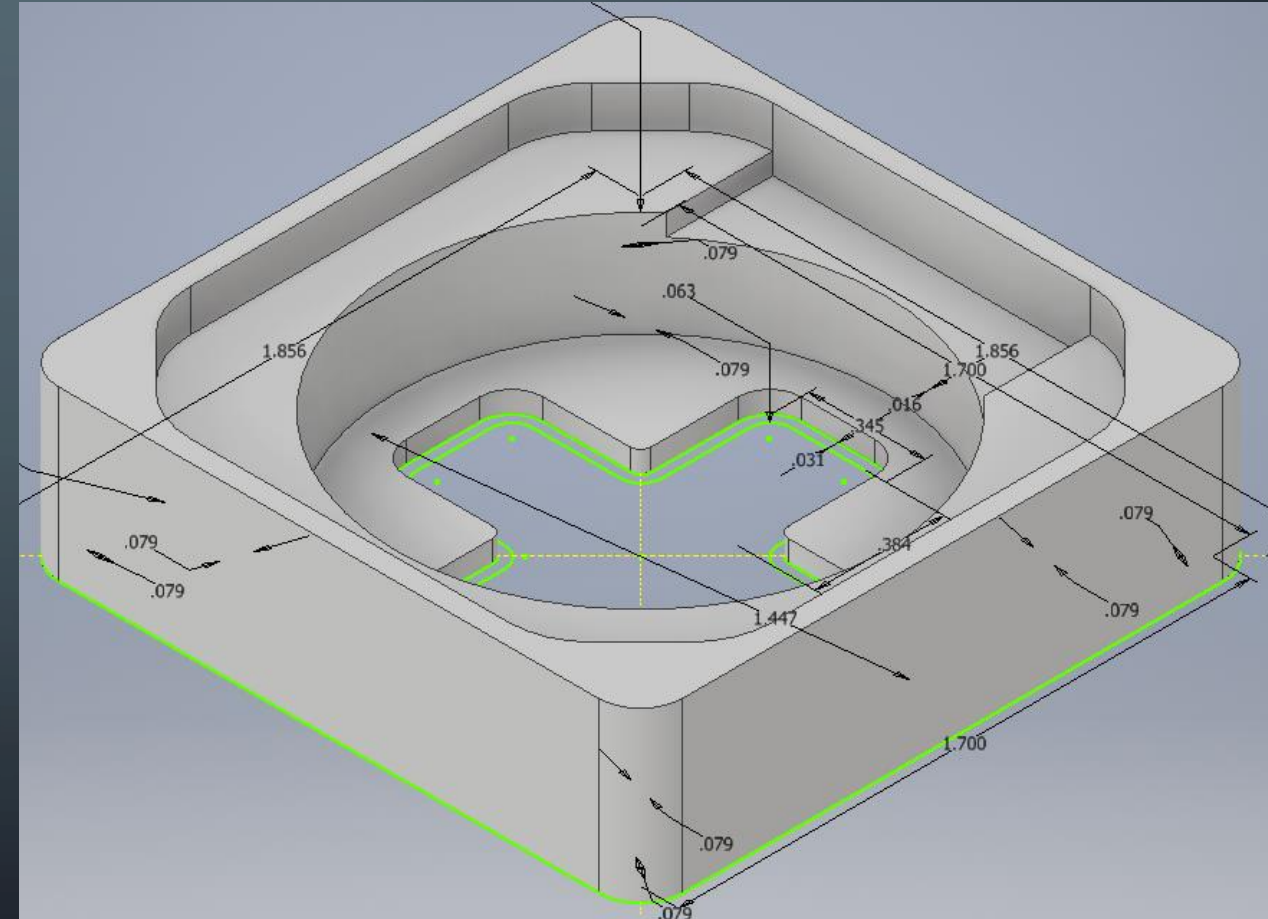
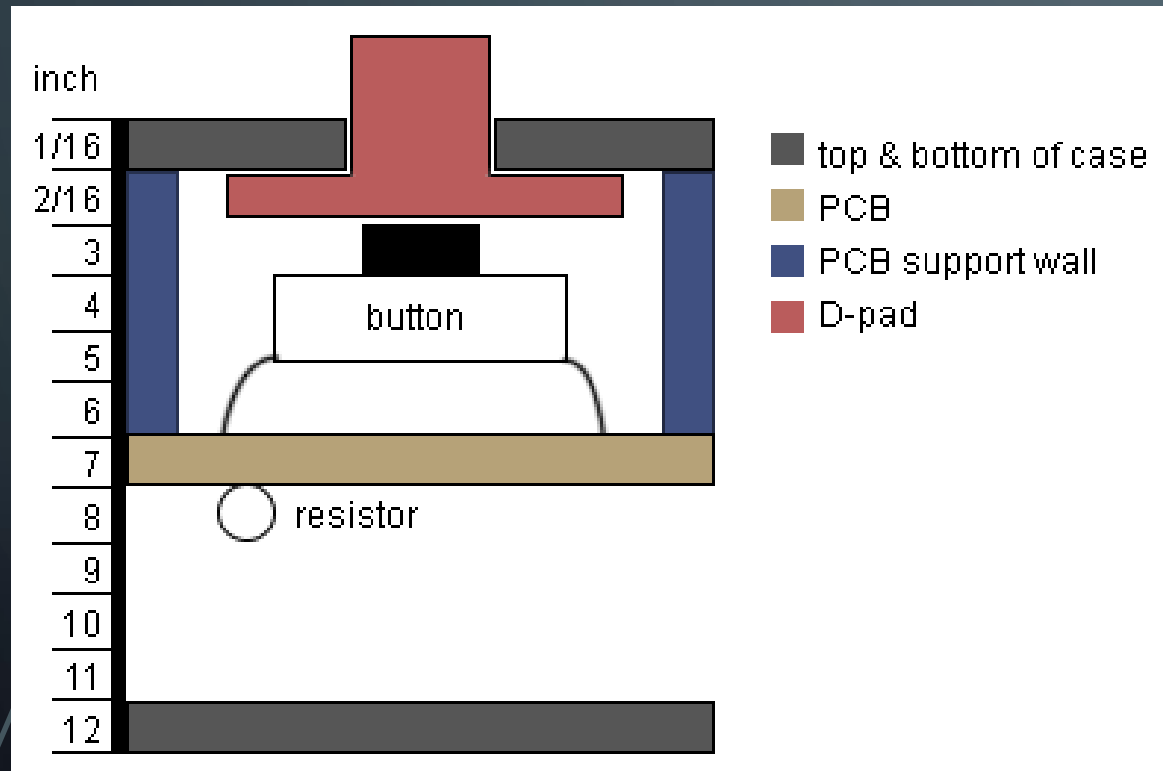




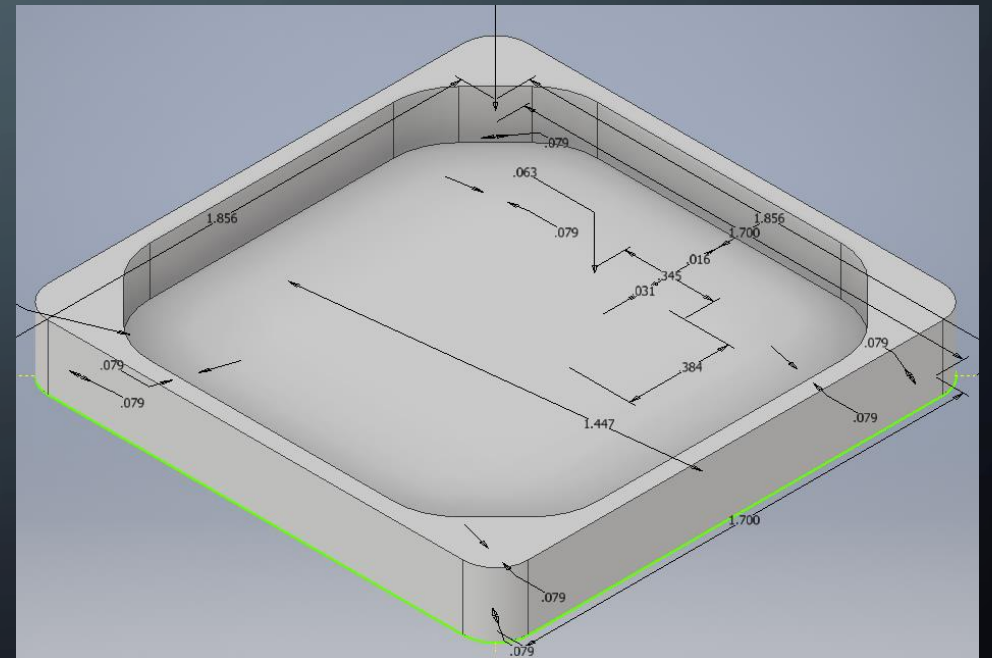
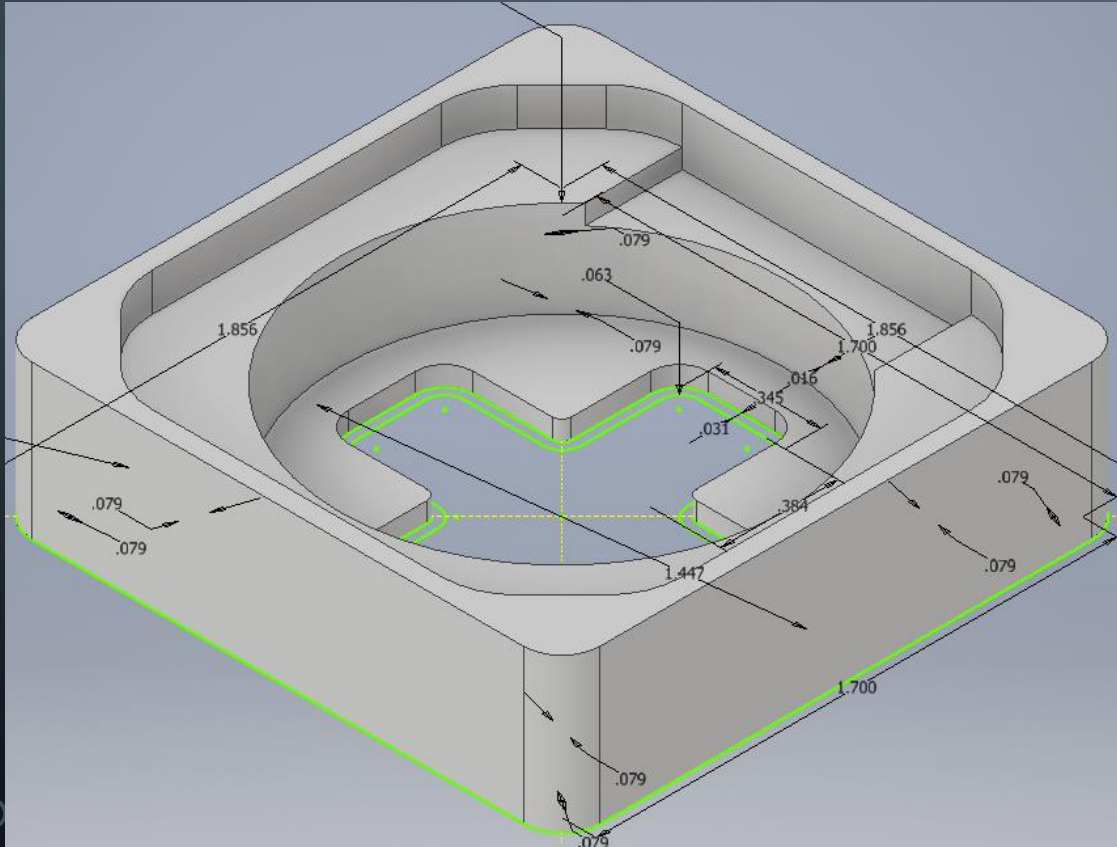
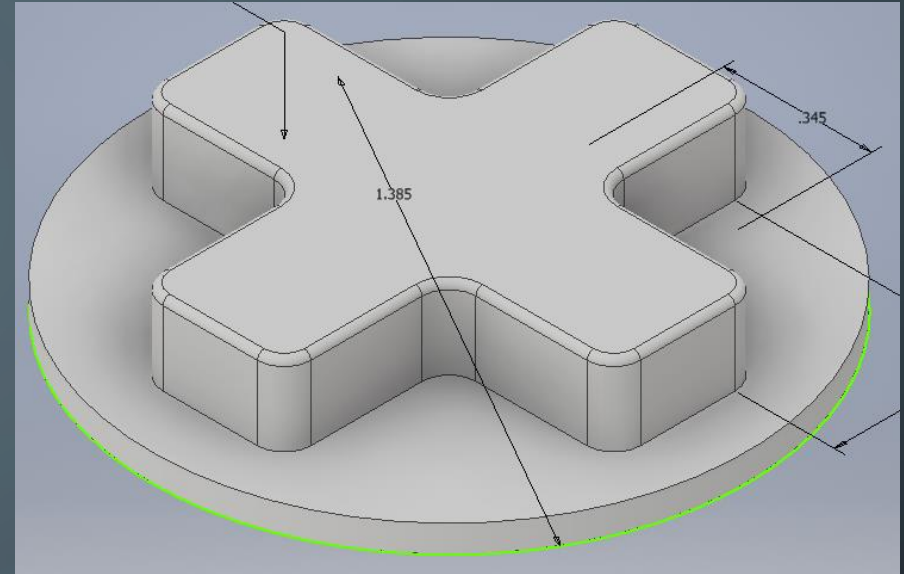
CONTROLLER PCB DESIGN



CONTROLLER CASE DESIGN

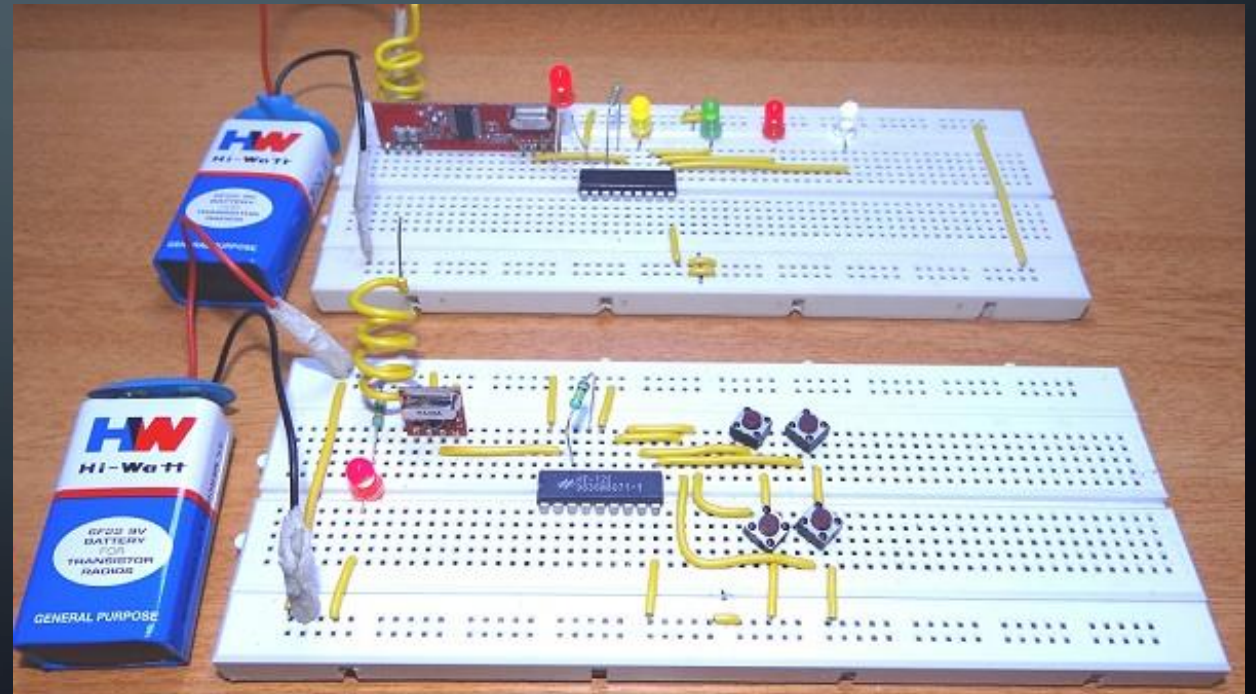
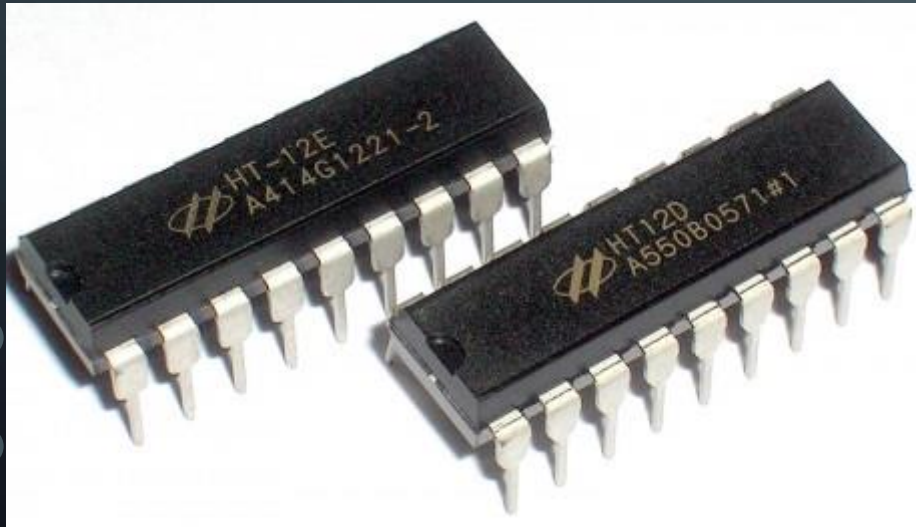
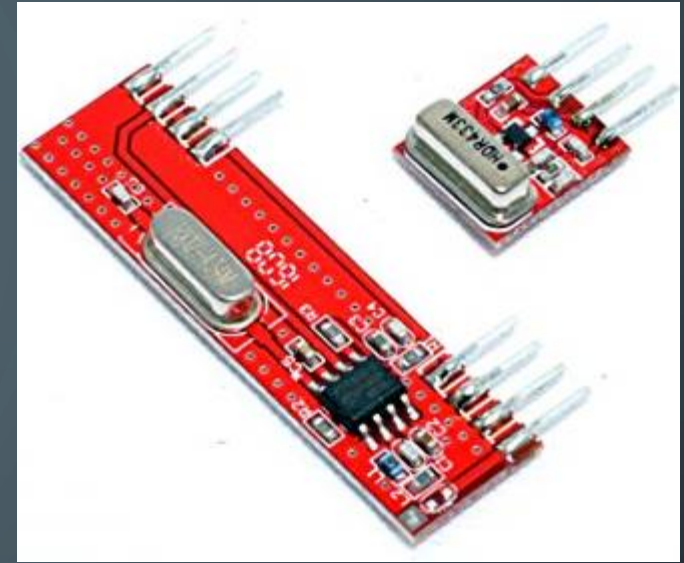


3 PIECE CASE



FUTURE IDEAS

- Use RF modules along with
- HT12E (encoder) and HT12D (decoder) chips



FUTURE IDEAS 2

- Polish the code and add selection of colors, speed, difficulty
- Add multiple food and more than 2 players
- Implement other games like Tron, Pac-Man, Tetris, and Pong

FUTURE IDEAS 3

- Make PC/Mac/Linux game based on this using Unity (game engine) and inspired by 4D chess (the “teleporting” part)
- Instead of a plain vanilla 2D board or cartoonlike graphics
- 2D boards placed in a 3D world and to travel between the 2D boards, players go to a certain spot to teleport to corresponding teleport terminal
- Non rectangular board shapes
- Information about this will be published on [EdDevs.com](https://eddevs.com) (if I really make it)