

Group 2

Project Title: Snake Attack

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General Description of the app: A snake game where to earn points, the snake will go around the grid consuming something (oranges, apples, etc). To control the snake, the user will swipe in the direction they want to go.

Our game will have two tabs. The first tab is the actual game. The second tab will be the leaderboard.

In the game tab, we will have a button that says “Play” to start the game. Like a start page. When the button is clicked, the start page will go away and a 12x12 grid will appear with a snake of length 2 will appear. The snake will begin to move at a certain speed and random oranges will be placed if an orange is not already there. After a certain amount of points is reached (you get points by eating an orange), you will be promoted to a new level, which will have the same grid and snake (starting snake) but the speed of the snake will increase. This same process will continue to happen until you die. There will be a scoreboard at the top of the 12x12 grid along with the current level you’re at.

The leaderboard is just for personal use, nothing online. When the game finishes, you will have an option to upload your name and points to the leaderboard tab. You will also have an option to upload a picture next to your name in the leaderboard.

Minimal Goals:

- Create a scoreboard above grid that will track points after each orange is eaten by snake
- Increase the size of the snake and randomly place the oranges after the snake consumes one. So after it consumes one, we add length + 1 to the snake.
- Create a 12x12 grid

- Create a snake of size 2 with a certain speed and swiping movements
- Create a 2 tabs: A game tab and leaderboard tab

Stretch goals:

- Adding levels after a certain amount of points is reached
- Have a leaderboard to track your progress after losing a game
- Upload photo to leaderboard after submitting your score

Milestone 1:

Complete the display

- Add the grid
- Build the snake
- Add the game and leaderboard tabs (so 2 tabs)

Milestone 2:

- Code the snakes movement based on user swipe
- Generate random placement of orange
- Add button that starts game

Milestone 3:

- Track the leaderboard tab
- Add levels and snake speed (speed determined by level)

Final Submission:

Everything completed and app running smoothly.