# Brief description of the application

An environment combining the mechanics of the classic Snake game where player controls a snake with legs that attaches itself to objects to pull itself to higher places and reveals artworks upon reaching new heights.

# Story background (if necessary)

Background of a story, if one exists

# Core Gameplay Loop

Switching between walking normally and slithering mechanics to get higher and reveal artworks.

# Functionalities

* Snake controls in all directions

# Art Vision

2D. I would like to have a strong contrast of elements, similar in style to [Fortunato Depero’s advertisements](https://images.app.goo.gl/Th5JG61NmoR9Y6APA).

# Level design

One tall environment where player starts from the bottom with the goal to reach the top, with a variety of obstacles in the way.

# Control system

arrow keys for the movement of the snake

button for pulling towards the object

# Graphical interfaces (GUI and menu)

**Main menu**

* Start button
* Colour palette change button (optional)
* Quit button

# List of assets

* Sprite of the snake
* Sprites for the legs
* Sprites for the ground of the environment
* Sprites for the details in the environment
* Sprites for the pellets(may be animated)