# Brief description of the application

An environment with a creature based on the mechanics of the classic Snake game where player can manipulate the snake in the same manner as in the game to gather pellets and walk through obstacles.

# Story background (if necessary)

Background of a story, if one exists

# Core Gameplay Loop

Gathering pellets and traversing the enviroment

# Functionalities

* Walking, Jumping
* 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

The environment will be fixed, with only obstacles changing for different “levels”

# Control system

The controls would include standard WASD for platformer movement(walking, jumping) and arrow keys for the movement of the snake itself

# Graphical interfaces (GUI and menu)

* **Main menu**

Start button and (optionally) a colour palette change button

# List of assets

* Sprite of the snake
* Sprites for the ground of the environment
* Sprites for the details in the enviroment