Munch! Gameplay Document

GAME2050 Game Programming I

UI displays current speed of snake with bar and number of bugs eaten

Click!

Bugs randomly placed on either side of stage and move onto stage on diagonal. Random speed and y location. Removed once off the stage

Snake moves on diagonal at a set speed and slows down every 5 seconds (loses energy). After five decrements the snake dies and the game is over

When snake collides with Bug it gets eaten and snake gains speed (to a maximum). Every ten bugs eaten less will be added to the game

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Stage