

Instructions Manual - hot_budr Snake

Hot_budr snake is equipped with three different difficulty levels. Starting on the easy mode will help you get your bearings in relation to the game.

Easy mode is based off of the typical snake game. There are no obstacles on the playing screen, only hot_budr that should be collided with in order to grow your snake and in turn increase your score. Beware, the more budr you collect the faster the game play will get and the more difficult the game will become. Avoid the playing field edges, they are considered to be walls and will cause you to lose the game if collided with.

Medium mode is where things begin to get interesting. Here not only will you be challenged with the regular difficulty of snake, but you will also have a snake with an increased velocity. In this mode you will come across four not_budr obstacles which you will need to avoid while trying to collide with the hot_budr to increase your score. The snake speed will get fast as it size increases.

Hard mode is the most difficult mode the game offers. Now you will come across nine not_budr obstacles to impede your likelihood of success along with the fastest game play that hot_budr snake offers. Keep your eyes peeled as the velocity will increase with every budr you come across.

How to Play

1. Select a game mode from the menu interface and press start.



2. Use the arrow keys to control your snake and navigate the playing field.
3. Avoid colliding with your snake and obstacles (I cant believe its not butter) while collecting hot_budrs to achieve a high score.



- obstacle to avoid circled in red
- target circled in blue

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4. Your score is kept in the top left of the screen and goes up by 1 every time the player collects a hot_budr.
5. When your score hits certain difficulty thresholds, the speed of your snake will increase, increasing the difficulty of gameplay.
6. If you hit an obstacle, run into a wall or collide with yourself, the end screen displays your score.

A screenshot of a game's end screen. The background is a solid light blue. In the center, the text "Game Over!" is displayed in a large, yellow, pixelated font. Below it, the text "Score: 3" is displayed in the same yellow, pixelated font.

Game Over!
Score: 3