 Snake Mania

1. playing character/non-playing

Pc = snake

Npc = fruit

1. The goal of the game

is to increase the length of the snake

1. Story of the game

Thier is a slim short snake help it to be healthier by making it eat fruit

1. Rules of the game

1.use up, down, right, left arrow keys to move the snake

2. the snake should not touch the edges and also its body

3. the snake becomes longer when it touches the fruit

1. Balance of the game

Lives, giving the chance to player

1. adaptivity of the game.

When the snake becomes longer its speed increases the complexity of game.

1. Element of skills V/S Element of chance \

Smartness of the player

1. Feedback to the player

Game over, game start, be ready

1. Sounds and animation