

Team: Yun Zhou, Tiantian Xie, Sorayya Niazi

Title: Best greedy snake game on Android

Description:

The game is similar to classic greedy snake games, but we want to develop an advanced one with some improvements! We want to implement it on Android because people can use their cell phone to play this small game at their spare time and get relaxed!

The game is played by single player, whose goal is to obtain the highest score. Before the game begins, the player can choose easy/medium/hard modes of games. The player can also modify the game interface. Once the game begins, the player has to control the movement of the snake. At any time, the snake can move in one of the 4 directions which the player can control through using the 4 keys of the keyboard. When the snake eats food, its length will increase and the player wins scores. When the snake meets the walls or bombs, it will dead and game is over. When the game is over, the player can share his or her score to social network.

Many greedy snake games we have played before are quite simple with a poor user interface. At this time, we want to develop a greedy snake game with beautiful user interface. We will also add “food” and “bomb” elements into this games, which makes it more interesting and challenging. For more technical details, please wait for our Part 2 report.

Platform/Environment: Java Eclipse and Android SDK

Language: Java

Language	Yun Zhou	Tiantian Xie	Sorayya Niazi
Java	intermediate	intermediate	intermediate

Functionality:

1. Player can sign in/up/out
2. Player can begin a new game/resume a saved game
3. Player can choose easy/medium/hard game modes
4. Player can move the snake, eat food and avoid bomb

5. Player can modify the user interface, for example, modify the sound effect, the keyboard, the color of the snake....
6. Player can save and share the score when game over
7. Player can pause the game
8. Player can read the help document

optional

1. Player can fire the enemy of the snake (animation is needed)