Game Title: Eve's Revenge

a.   Game Design Documentation (GDD)

Executive Summary

   ○   **Game Concept**

A classic game of snake with a twist. The concept of the game is to control the snake and consume the apples according to the snake's body color. Everytime the player eats an apple, the snake's body increases in length and changes color randomly. In contrast to when the player eats the incorrect color of apple, the length of the snake will shorten.

The idea of the game is inspired from the biblical story of Adam, Eve, and the cunning snake. After Adam and Eve got evicted from the Garden of Eden, the snake was also punished and got cursed. The snake's punishment is to eat the forbidden fruit for eternity.

   ○   **Genre:** Snake, Arcade
   ○   **Target Audience:**

Children aged 7 to 12, as well as adults that enjoy playing classic arcade games.

   ○   **Project Scope:**
   ■   **Boundary:**

Once the snake eats the apple, the snake will become longer. The snake will also change color and the player has to eat the apple with the same color as the snake. The player must also be careful not to touch the boundary and dodge the apples he shouldn't eat.

   ■   **Rules:**

The player needs to eat the apple with the same color as the snake. The player should also be careful not to touch the boundary.

   ■   **Players:** Singleplayer.
   ■   **Setting:** In a grassy, outdoor area.
   ■   **Scoring system**

The snake starts with the length of three: head, body and tail. Each part is 40 pixels by 40 pixels. Since the game is endless, below is the categorization of how the player will win or lose.

- Win:
  - With each correct apple eaten, the player gets 1 point, and his body's length increases by one block, 40 pixels by 40 pixels.
  - When the snake consumes an apple, the color of his body changes, and an apple of the same color spawns at random throughout the game. Basically, the player must consume the apple that has the same color as its body.
  - Because the game is infinite, the snake's length will increase as long as the player eats the correct apple and shrink as he consumes the wrong apple.
- Lose:
  - If the player eats an apple with a different color, 1 point will be deducted but the game continues.
  - The game ends if the score is -1, the snake collides with its body or the game's border.
- **Restart/replay:** The game can be restarted when the player loses.

Gameplay

- **Objectives**:
  - Control the snake to eat the correct colored snack
  - Carefully navigate the snake without hitting the boundary and the snake's own body

- **Game Progressions**

  The snake starts with the length of three: head, body and tail. To extend the snake's length, the player must consume the right-colored snack. The player should only eat red apples if the snake is red; the same is true for blue and yellow snakes. However, the snake's length will shorten if the player unintentionally ate a fruit of the incorrect color.

  The length of the snake is entirely up to the player as long as they avoid hitting the boundary, their own body, or scoring a negative one.

○ **In-Game GUI**

Since snake games are under the arcade genre, we will be using pixel art for the in-game user interface. It also symbolizes simplicity and easy to play games for all ages.
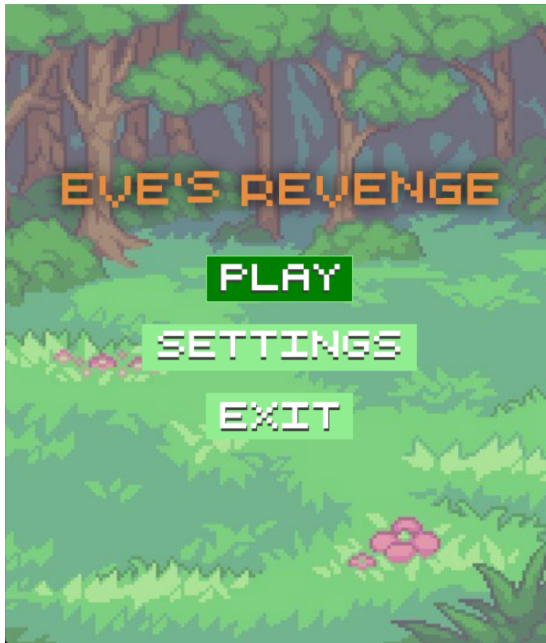
Credits to: ghostcorrosion - Hobbyist, Digital Artist | DeviantArt
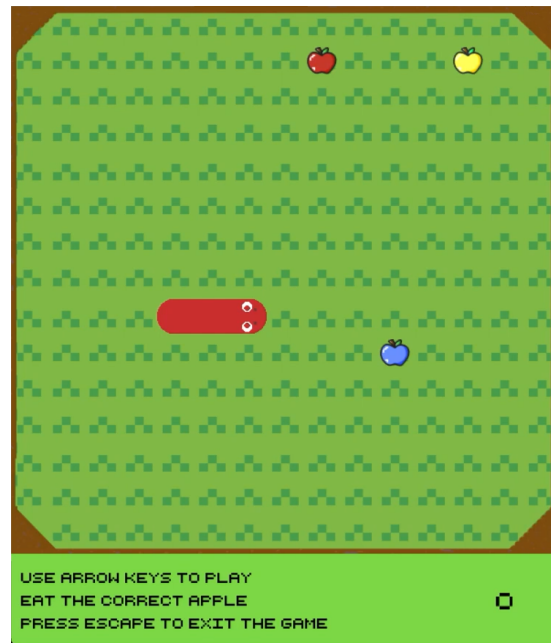
Mechanics

○ **Rules**

The player needs to eat the apple with the same color as the snake. The player should also be mindful of not hitting the boundary. (Once the snake eats the apple, the snake will become longer. The snake will also change color and the player has to eat the apple with the same color as the snake. The snake can roam around the map and dodge the apples he shouldn't eat. The player should also be careful not to cross the boundary.)

○ **Combat**

The snake must eat the apple with the same color to increase in length, avoid eating the wrong apple and avoid hitting walls and its body.

○ **Physics**

To move the snake, the player will use the arrow keys (up, down, left, right). The snake will increase in length whenever he eats an apple. The snake also changes color randomly after eating a fruit.

Game elements

- ○ **World building**

  Eve's Revenge is a creative retelling of the biblical story of Adam and Eve. After being banished from the Garden of Eden, Adam and Eve are forced to live as mortals and struggle to find food and resources. The serene and bountiful Garden of Eden is nowhere to be found and replaced by grassfields and non-fruit bearing trees. Everything was plain and boring.

  Eve feels guilty about the events that led to their exile, particularly her encounter with the serpent. One day, while tilling the grasslands, she comes across the very same serpent that tempted her and Adam. Fueled by anger and shame, she captures the serpent and decides to use it as a slave to gather food and resources for them.

- ○ **Story**

  Adam and Eve's tale in the Bible serves as the basis for Eve's Revenge. According to their account, the serpent lured them to the tree of knowledge's forbidden fruit, whereupon they consumed their innocence. The couple was exiled from Eden as a result of their disobedience. On the other hand, the serpent was cursed by the All-Powerful to always crawl on its belly as punishment.

  Eve felt remorse for what she had done after Adam and Eve were expelled from Eden. She didn't intend to get caught in the serpent's cunning trap, but she did. Adam and Eve go through suffering and illness while they are mortals, which made Eve want to go back to the snake. Up until the day Eve heard a familiar hiss as she was busily tilling the grassland to grow food and realized it was the snake. She captured the serpent and used it as a slave to collect seeds, fruits, and food for them forever out of her pent-up fury and shame.

- ○ **Characters**

  Py - the cunning serpent who enticed Eve to eat the forbidden fruit. The main character that the players will be controlling in the game.

- ○ **Objects**

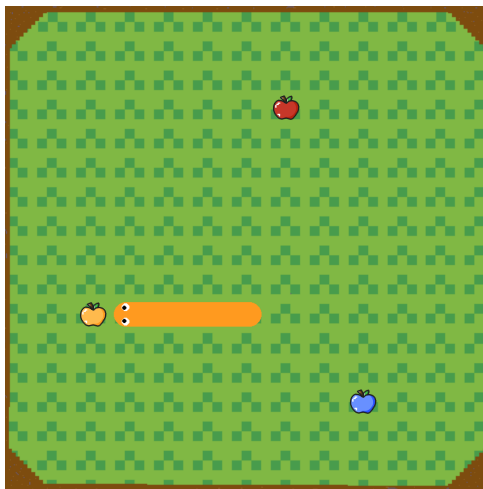 Apples - the fruits/food the snake has to collect for points.

Eve's Revenge will take place in a grassland/farmland. This location is where Eve planned to cultivate their food but found the snake that manipulated her.
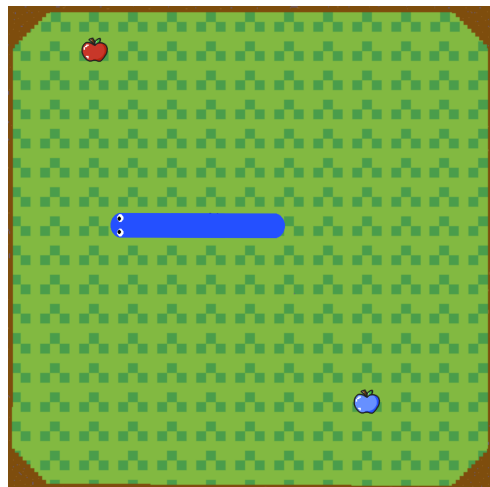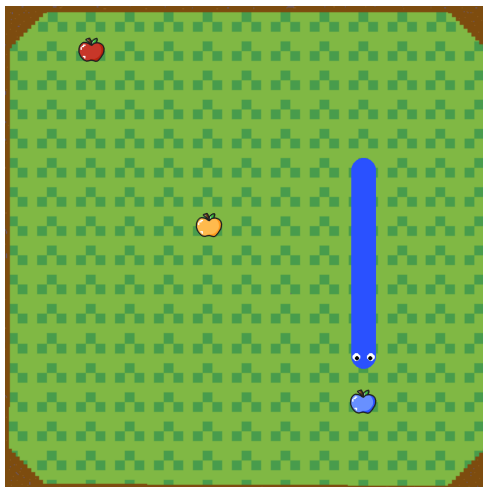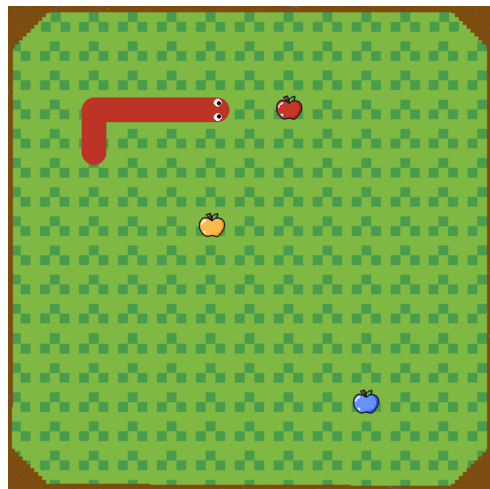
○ **Level Design**

These level designs show the progression of the game, where the player begins with a snake of random color. By consuming the correct type of fruit, the snake grows longer and its body changes color. However, eating a fruit of a different color will cause the snake to become shorter.

ATE THE CORRECT FRUIT: LONGER   *ATE THE WRONG FRUIT (YELLOW): SHORTER*

Assets

- ○ **Music**

  The music used in the game will be a non-copyrighted one. The game will have a chill vibe music to make the players relax while playing.

- ○ **Sound effects**

  For the sound effects, we will add on certain event such as:

  - Clicking the play button
  - Loading screen
  - Snake eating the snack
  - Snake collision to the wall and its body
  - Game Over

- ○ **2D Graphics**

  The game's necessary 2D graphics and assets, including the snake, apples, and grassland background, are included below. In order to differentiate themselves from the backdrop, which is green, both the character asset and the object asset have primary colors.
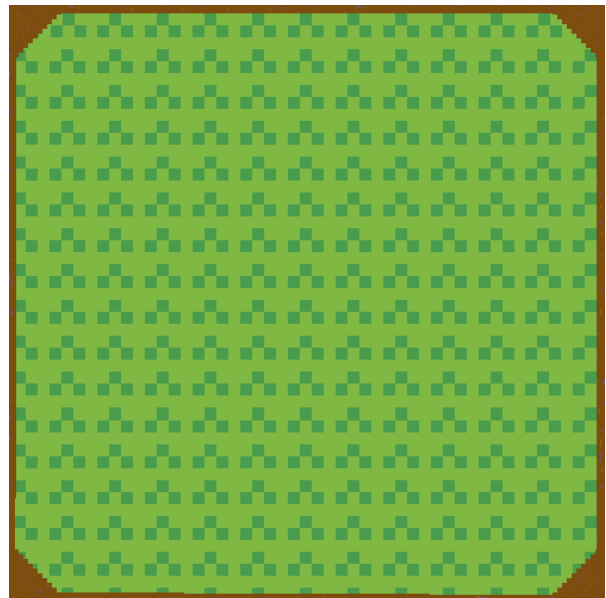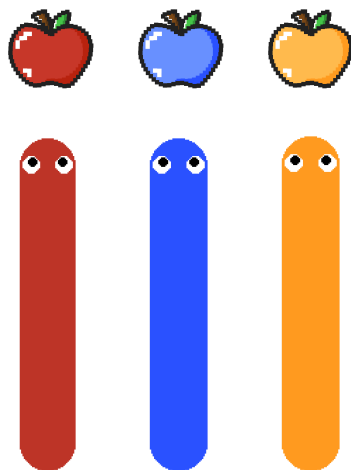
b.   Game Prototype

Google Drive Folder of the source code, libraries, and other resources.

Sample gameplay of Eve's Revenge.

c.   Game Poster

This is the created poster for the game Eve's Revenge. The idea of the poster is to be straight to the point and be easily understood by people whether you are a professional gamer, casual gamer or a first time gamer. The colors red, blue and yellow are incorporated to have a cohesive theme for the game and poster.

Submitted by EMC-201 | GROUP 3
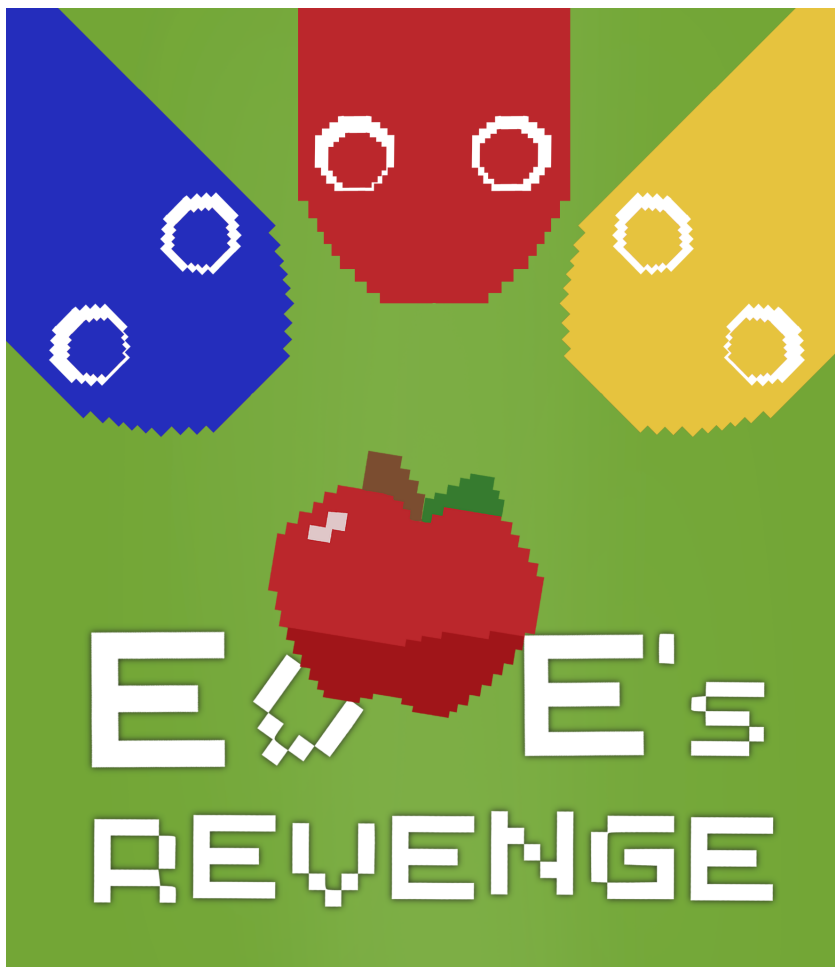
CLARIDADES, KISHANE JAECEY C.
MENDIOLA, SHERYL ANN P.
MERCADO, MAIKA ANGELA B.