**Group 4’s Game Guide**

**Group Members:**

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**1. Introduction**

The project aims to develop a classic and simple rendition of the popular arcade snake game. In this version of the game, the snake will be implemented using a linked list data structure to represent its body segments.

**2. Gameplay**

**The snake game acts as a simple snake game where you, the user, is the snake. Your goal is to try to eat as many food as possible and survive as long as you can. Each food you eat, one score is added to the score. As the score gets higher, the snake also move faster; making it more difficult to get the food.**

**3. Team Members and Contributions**

* Amir Abdalla
  + Implemented the backend logic of the game which is the logic function.
  + Implemented the game loop via the run function.
* Atem-Ako Eyong Atem:
  + Implemented the snake game class.
  + Implemented the IsPositionOnSnake and placefood function.
* Sthapanavichet Long
  + Render the game in 2d with raylib.
  + Implement the main function and the DrawMap function.

**5. Screenshots and Gameplay Guide**

**A screenshot of a computer

Description automatically generated**

* When the game is run, user will be asked to input the size of the map and the initial speed of the snake.

**A screen shot of a computer

Description automatically generated**

* After the input is taken, the game will generate the map for the player to play, initially the snake spawned in the middle of the screen and it will not move unless the player move it.

**A screen shot of a computer

Description automatically generated**

* Once the player hit a wall or hit its own tail, the game will be over, the game will 5 seconds for the user to look its score and exit the program.

**Gameplay Guide:**

* To move the snake Up, press the Up arrow key or W key.
* To move the snake Down, press the Down arrow key or S key.
* To move the snake Right, press the Right arrow key or D key.
* To move the snake Left, press the Left arrow key or A key.
* Avoid moving in the opposite direction of the current direction. The game is coded to avoid that to a certain degree but if you are not careful, it can happen.

**7. References**

We used Raylib to rendered the shapes. Here is the link to the library website.

https://www.raylib.com/