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Game Individual Assignment  
CSC 317  
12/4/2020

## **Github Repository**

<https://github.com/CSC317-04-Fall2020/csc317-javascript-individual-game-assignment-umidmurad>

## **Project Introduction and Overview**

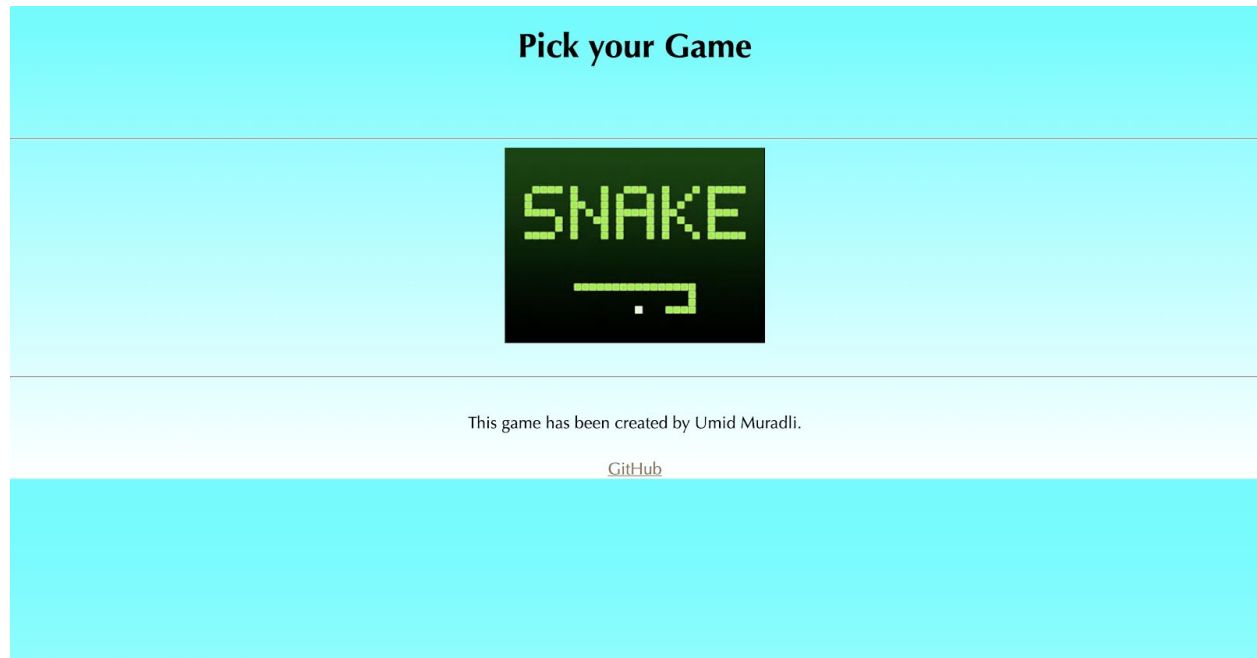
For this assignment I was required to make a game using javascript.

## **Rules of the Game**

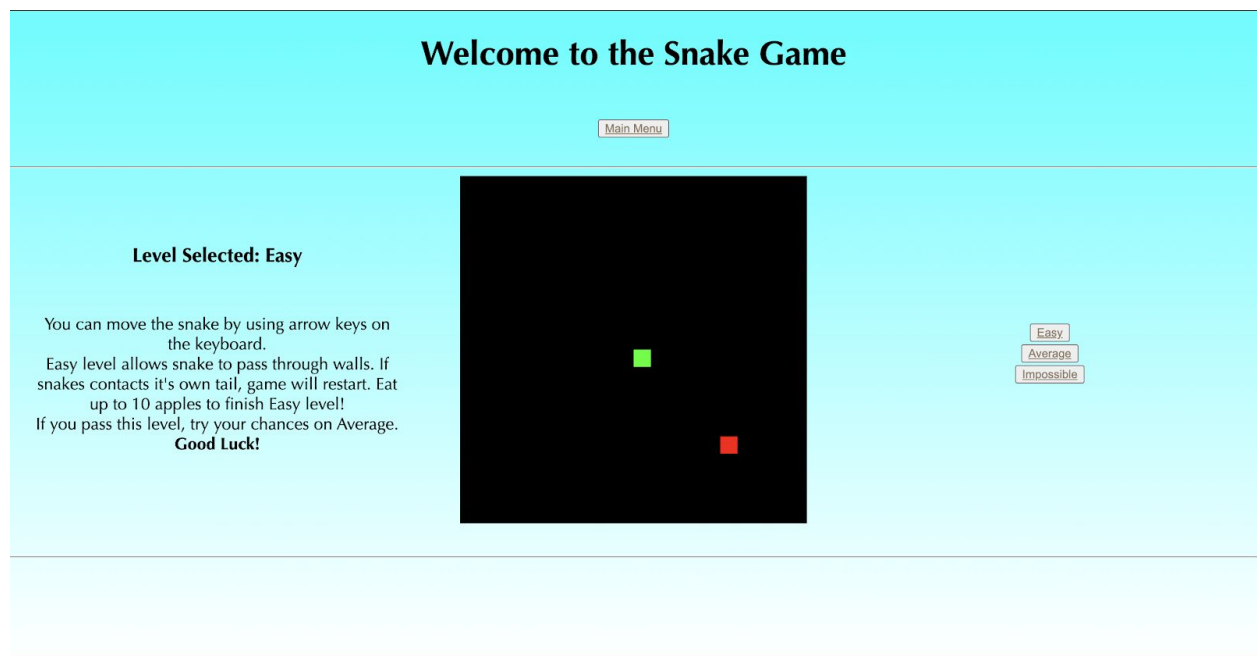
Game is an old school Nokia snake game on a website.

- *Easy Level*
  - Touching tail or body restarts the snake
  - Eat 10 Apples to win
  - Can go through walls
- *Average Level*
  - Touching tail or body restarts the snake
  - Eat 5 Apples to win
  - Can't go through walls
- *Impossible Level*
  - Touching tail or body restarts the snake
  - Eat 5 Apples to win
  - Can't go through walls
  - Speed of snake has been increased

## Scope of Work

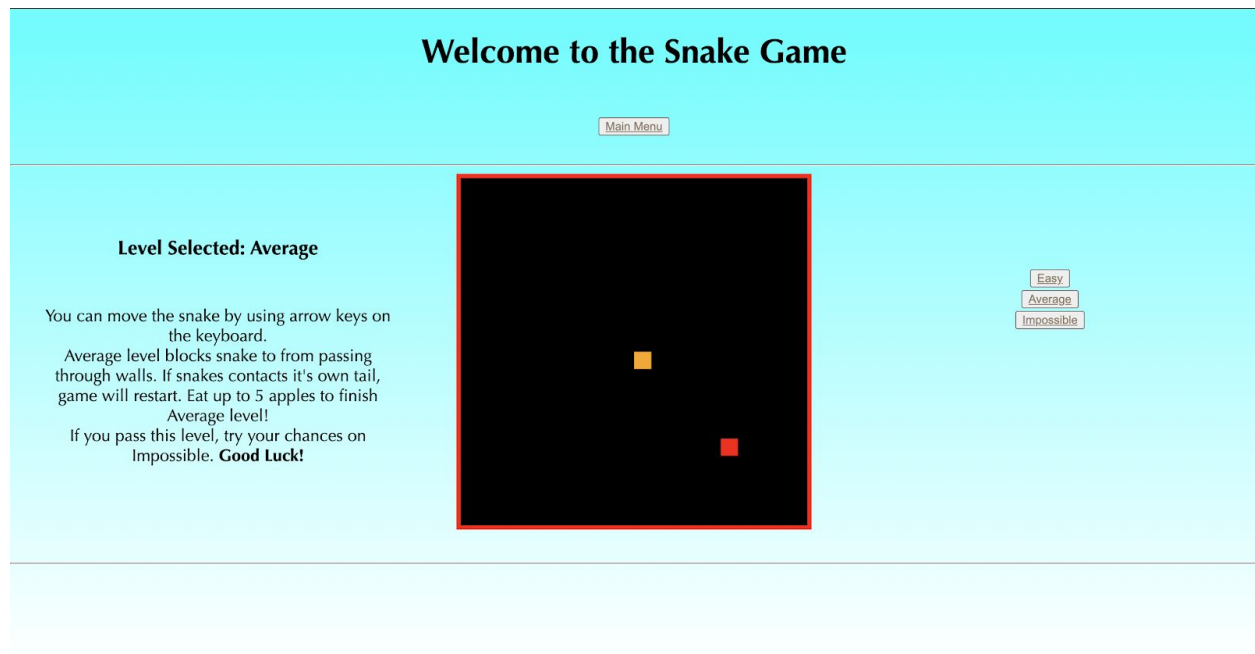


This is the index.html, where it can let you pick games. At the moment, Snake is the only game available. My ultimate plan is to add more games later on and store it on the server.



Once the game is selected, you will notice 3 different levels on the right side. All of them has different rules, and a variety of difficulty levels.

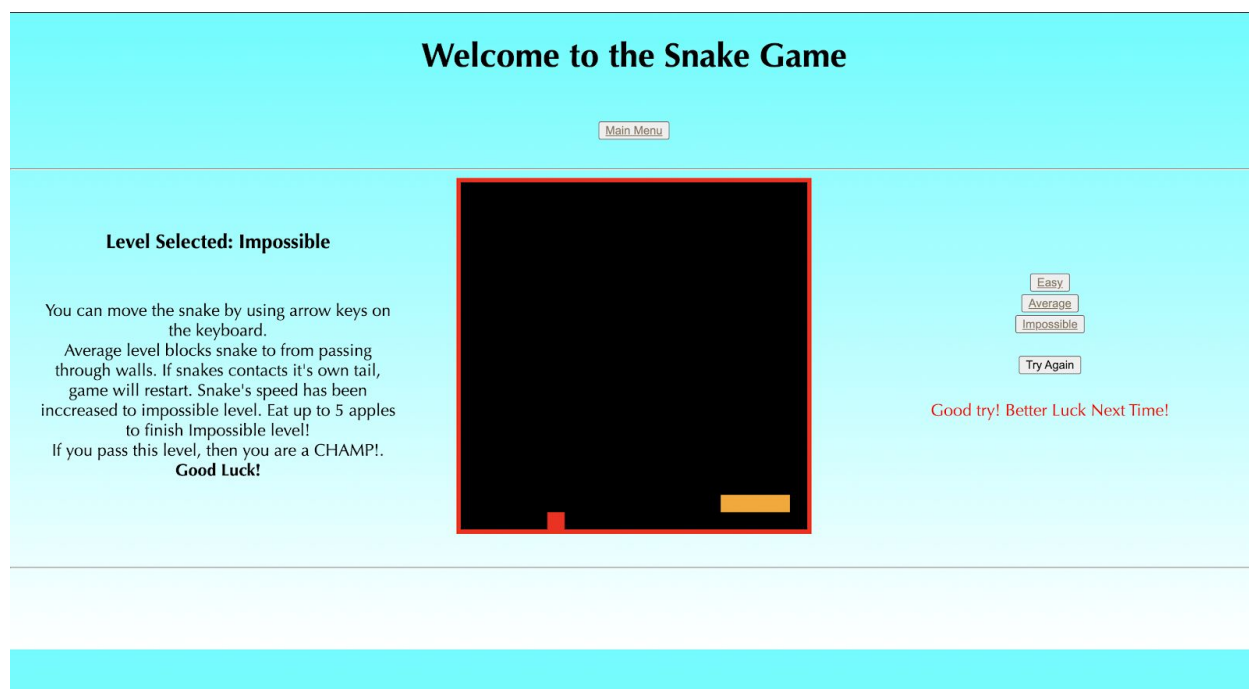
Easy level has no borders and the snake can travel through walls.



Average Level introduces walls, the snake is not allowed to go through them.



If you win the game, a button pops up down below that can transfer you to the next level. If you decide to not press the button, you will be transferred automatically after 5 seconds. 5 Second transfer applies to all levels besides Impossible level.



Impossible level has a really fast snake wandering around. If you do not turn the snake and hit the wall, the game will end, and you can Try Again!