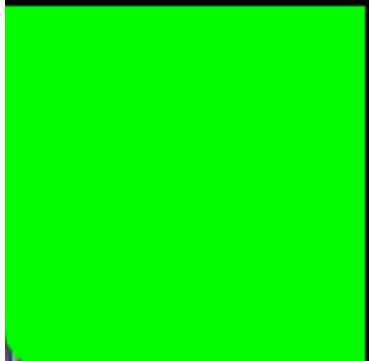


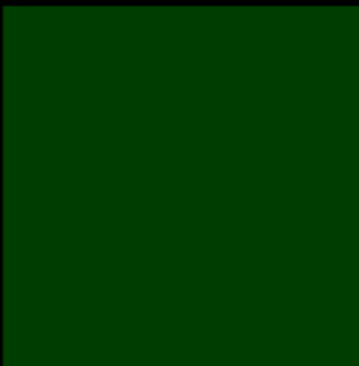
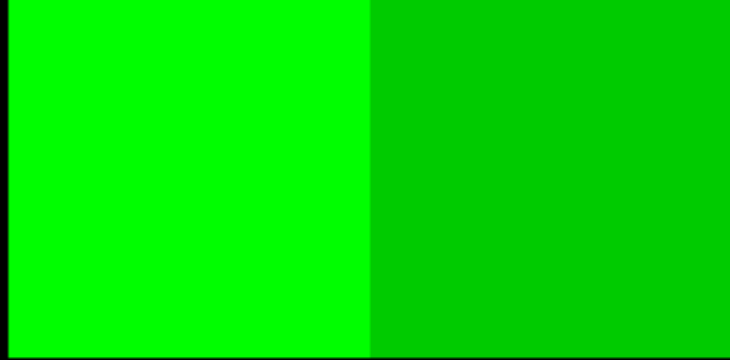
Snek

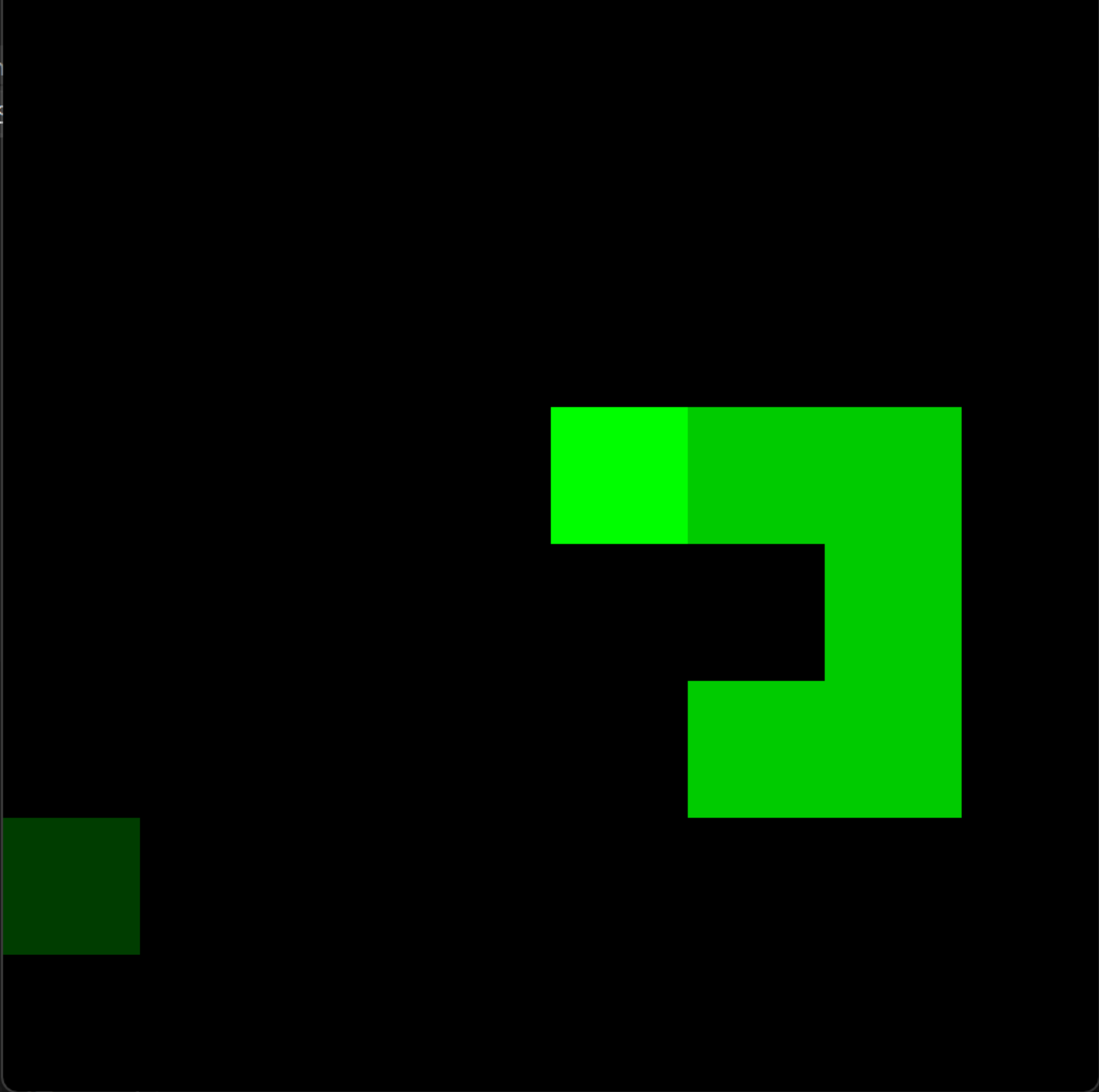
8x8 pixel game

Linus Scheibe, Fabio Solaroli - 03/04/2023

First iteration







ur OpenGL version: 3.3 Metal - 83.1
njoy your graphics performance
U DIED





Microsoft Visual Studio Debu



Your OpenGL version: 3.3 Metal - 83.1

Enjoy your graphics performance

YOU DIED

\\Mac\\UniBz\\Software Engineering for Information Systems\\I\\Second Semester\\Embedded Systems\\snake_solaroli_scheibe\\x64\\D
ebug\\8x8Snake.exe (process 7268) exited with code 0.

Press any key to close this window . . .

Improvements

- Score at the end of the game
- Snek making sound when eating fuud

Second iteration

Implemented improvements

- Different game modes
 - Classic
 - “Labyrinth”: grow as much as possible while avoiding obstacles
- Food blinking to make it more visible and recognisable from obstacles
- Score at the end of the game (animation + static score)

DEMO