

# 2-player snake game

## **Game info:**

Two players control two long, thin snake-like creatures which crawl along a plane, bounded by walls, collecting food (apples) while avoiding collision with the edges of the playing field (additionally with its own tail and the second snake). Each time the snake eats a piece of food, it becomes longer, also during the game speed increases, which gradually makes the game more difficult. The winner is the player who didn't collide with the walls or the second game snake.

## **Available game settings:**

- Every player can choose the snake color, from 4 available (black, red, green, blue).
- Players decide whether the food on the field will be their own or mutual.
- Players decide how much food will be on the field at the current time (lot or lack).
- Players decide if the snakes will collide with others and with themselves.
- Players can choose the starting speed of the game in one of three modes (medium, fast, slow).
- Players can choose the game boost in one of three modes (medium, fast, slow).

## **Menu controls:**

- The main menu and settings menu are controlled by the rotating green knob.
- To go in submenu the green knob should be pressed.
- To choosing in settings menu blue knob should be rotated (player don't need to press blue or green knob to confirm choices, choice is done automatically).
- To choose left snake color red knob should be rotated in settings menu.
- Pressing the red knob is the back (in settings or records menu) or exit option (in the main menu or actual game).

## **Game controls:**

- Left player controls his snake by rotating red (left) knob.
- Right player controls his snake by rotating blue (right) knob.

- When the game is over and the winner is displayed on the screen, player should press the red button to finish the game

**Game state:**

- Players always can see their color choices on the left (for left player) or on the right (for right player) big LED diode.
- The score of the left player is in the upper left corner of the screen and is also duplicated as a binary number on the left LED line (16 left LEDs) at the bottom of the board.
- The score of the right player is in the upper right corner of the screen and is also duplicated as a binary number on the right LED line (16 right LEDs) at the bottom of the board.
- When the game is over, the color of the winning snake as word will appear on the screen and the big LED will flash the winning color.
- If the winner's score is high enough, it will be written to the records file and will be displayed in the records menu the next time it is loaded.