

First milestone - Project proposal (due October 3)

Form a team of 2-3 members. Produce a one-page project proposal. The proposal should:

(1) List team members

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(2) Agree on one project idea

Similar game to snake

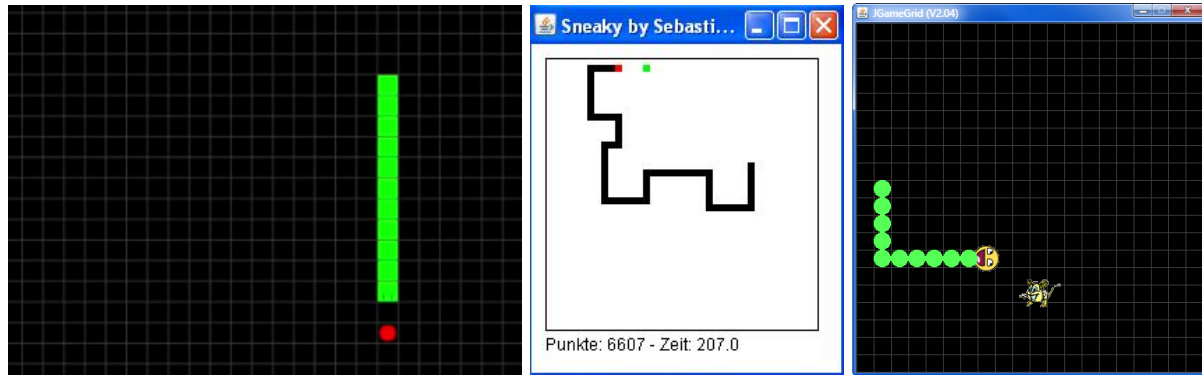
(3) Outline the project idea in sufficient detail so that other teams understand it

In order to create this game, we would have to be able to program the snake itself and have it end when the snake goes off screen or when it intersects with its tail. For the pixel that the snake chases, we would have to program it to randomly generate on the screen and merge with the snake. For the movements of the snake, we would need to implement some type of timer that will cause the pixels of the snake to move in a smooth and uniform way but the user wouldn't be controlling the snake only the direction of the snake. We could create different levels for the game by increasing the speed of the snake after each completion. We would need either a linked list, or something like it, so all of the parts of the snakes body stay connected. There would be a pointer to the head and one to the tail. When the pointer for the head goes through the highlighted pixel, it would add to nodes to the list and push back the tail of the list.

Possible enhancers if enough time left:

- Pause the program
- change colour of the snake
- obstacles
- multiplayer
- graphics

Small GUI Window:



Source of images:

1. <http://psnbtech.blogspot.ch/2012/10/tutorial-java-snake-game-remake.html>
2. <http://blog.bigbasti.com/java-snake-nachprogrammieren-demo/>
3. http://www.java-online.ch/gamegrid/index.php?inhalt_links=navigation.inc.php&inhalt_mitte=aufgaben/aufgabe5.inc.php

-> using the **arrow keys** to stir the movement of the snake

-> maybe using the **P** to pause the program

-> The GUI should also include the amounts of points you have achieved so far and the time; how long you are playing (clock)