**Team “Mojo Jojo”**

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**Team members:**

1. Zdravko Botushanov (cooldudedude)
2. Tsvetan Manev (mage3)
3. Rosen Todorov (RosenTodorov)
4. Nikola Bozhkov (NikolaB)
5. Tsvetan Tsonev (tsetsin)

**Project description**

The project represents a console game called “Multi Snake” written in the C# programming language. The game is similar to the popular “Snake”, but offers a unique multiplayer experience.

**Gameplay**

The main goal of the game is, by controlling the movement of the snake, to find and eat an apple (marked as + sign), which is randomly generated on the playground. In each moment there is only one apple in the field. When the apple is eaten, the next one appears on a different place. The apples disappear after a certain amount of time.

The game is multiplayer only and the players control the snakes using the directional keys and the WASD keys. Both players compete with each other and try to reach and eat the apple before the opponent does. If one of the snakes bumps into other’s tail, or its own tail, it teleports it to the starting point and loses 2 elements. The same happens if the snake bumps into an obstacle (the green X). The score is equal to the length of the snake. Therefore, both of the snakes begin with the score of seven points and every eaten apple adds one point (one piece to the tail).

The players must avoid bumping the walls, or they will instantly lose the game. If the snake dies, the other wins the game and if the snakes bump head-to-head, the snake with the higher score wins.

The game has 2 modes – the Default mode and the Free mode. The Free mode offers no collisions between the snakes, there are no obstacles and the snakes can only die when bumping into a wall.

The game also ends if one of the players is able to reach 25 points. Then, and ONLY then, he is granted the title – **Snake Ninja Master.**

**Controls**

Snake 1 Snake 2

Up - Up Arrow Up - W

Down - Down Arrow Down - S

Left - Left Arrow Left - A

Right - Right Arrow Right - D

Pause – Space bar

**The URL of the TFS repository**

<https://zdravko7.visualstudio.com/DefaultCollection/MultiSnake>