

User's Documentation to Game of Sekans

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I. Introduction

This is a two-snake game. Two snakes compete to move for many steps as much as possible.

The first snake, which knocks into another snake (or self) or goes out of the scope of the playground, fails the game.

II. Game Rules

There are two initial red points on the screen. The left-upper corner is the head of computer-controlled snake whose moves are based on inner algorithms. Player-controlled snake's start point located at the right-lower corner.

Each step of player's snake is followed by a move of computer's snake, that is computer's snake moves after player's snake. Moves of snake fall into four directions: upwards, downwards, leftwards and rightwards. Computer's snake always forbids to move into any possible directions which leads to losing the game.

III. Customization

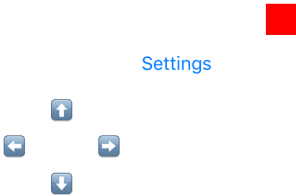
Player could customize snake's head color, snake's body size and game background color and in Settings. Each time if Settings is changed by player, current game is cleaned.

IV. Screen Shots



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No Result Yet



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Head Color Red Blue Green

Background No Gray

Body Size 25.0

Computer win!