Snake Game

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Introduction:

SnakeApp is an application created based on the classical snake game with more features such as color choice, speed change, and obstacle challenge. The purpose of the application is to bring to the users an entertaining and relaxing atmosphere.

Game Rules:

- The snake have to eat apple to be longer
- One apple equals 1 point
- After each apple is eaten, the obstacles will be reset
- The snake cannot hit the wall
- The snake cannot hit the cactuses
- The snake cannot hit itself
- After a certain amount of apples are eaten, the snake will move faster
- If any of the rule is broken, the game is over
Game Guide:

The Main Menu appears with the “pause” mode of the game and allows players to start the game by pressing ‘p’ for unpause or ‘r’ for restart.
Players can press 1-6 to change the color of the snake.

To pause the game, simply press ‘p’ and there are options to unpause or restart the game.
After each apple is eaten, a new set of obstacles (cactuses) is spawn and players have to avoid them. The total score are counted and displayed.

If any of the rule is broken, the game is over and player can press ‘r’ to restart.