

# iSnake

Lab Batch 71

Documentation

## Contents

- 1.Introduction
- 2.Game Basics
- 3.Working
- 4.Requirements
- 5.Batch Details

# Introduction

“Snake” is an extremely popular, addictive game. This version has been named as iSnake as a tribute to the late Steve Jobs. This version is a variant from the normal versions where one has to use the arrow keys to control the Snake. In this version the user has to use the mouse to control the snake. Watch out for fruits and bonus fruits.  
SO ENJOY....HAPPY PLAYING!!!!!!

## Game Basics

### Levels:

The game has 5 levels with increasing difficulty level. Each level offers 10 fruits and 2 bonus fruits. Only after eating all the fruits ,a player can proceed to the next level.

### Snake Movement:

The body and the tail follow the head of the snake unless the player 'clicks' a move in which the snake changes direction accordingly. The snake cannot cross itself neither it can pass through a maze. Doing so would immediately result in “Game Over”.

### Fruits:

The co-ordinates of the fruits are generated randomly by a random function. The bonus fruits are

displayed only for a certain amount of time.

## Scoring:

The bonus fruits have some extra points. The points for scoring haven't been decided yet.

# Instructions

Snake is primarily based on EzWindows API for C++ programming language.

As soon as the game starts, first all the environment/global variables are initialized. Then all the bitmaps used in the game are loaded.

The menu level has options for

- Play
- High Scores
- Instructions
- Settings
- Credits
- Exit

The snake has three parts:

- head
- body
- tail

All parts are different blocks represented with different bitmaps. The body consists of circle bitmaps. As the game progresses, length of the snake increases (the number of circles in the body.!!)

The game has 5 levels altogether with increasing difficulty.

## Batch Details

Batch Number: 471

Teams ::

Cobras

Vipul Venkataraman - 110050084  
Ved Ratn Dixit - 110050044  
Vijendra Kumar Sonker - 115280017

Pythons

Vipul Harsh - 110050034  
Pradeep Kumar - 110050074  
Naveen Y - 110040104

Anacondas

Sushrut Thorat - 110260017  
Preshit R Verma - 110040007  
Tiger Parida - 115060004

# Requirements

In this snake game we use the Application Programmer Interface of EzWindows. This is a simple interface to use windows and operate them. The programming language is C++. This program works in all ubuntu's with good processing speeds.

# References

Cohoon  
Wikipedia  
Lecture Slides