

Snake

user manual

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Loading screen

Loads the game with animated process bar.

The user can continue to main menu after the loading is completed.

Controls:

- Press any of the knobs (red, green, blue) to continue



Loading screen

Main menu

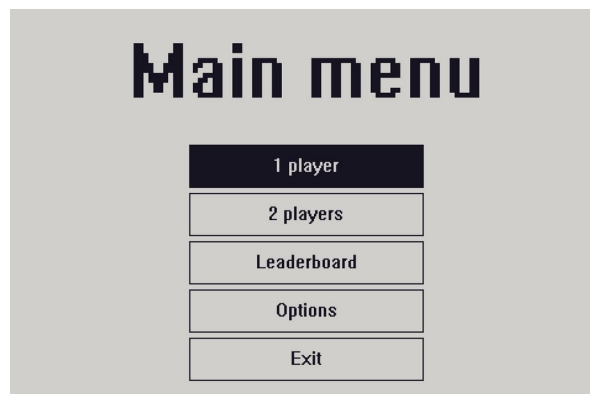
Main menu allows the user to navigate through the app.

Controls:

- Change button: rotate red (left) knob
- Select button: press red (left) knob

Buttons:

- 1 player - go to choose player scene
- 2 players - start game for two players.
- Leaderboard - go to leaderboard scene
- Options - go to options scene
- Exit - exit the app



Main menu

Choose player scene

The user can select as what player they wants to play.

The button shows selected player and the selected players highscore.

Controls:

- Change player: rotate green (middle) knob
- Select player: press green (middle) knob

- Change buttons: rotate red (left) knob
- Select button: press red (left) knob

Buttons:

- Back - go back to main menu
- Save and play - start game for one player

- Player button
 - Shows selected player with that players highscore
 - Available names:
 - Player_1
 - Player_2
 - Player_3
 - Player_4
 - Player_5
 - Player_6



Choose player



Player_4 and Player_4 highscore

Game (1 player)

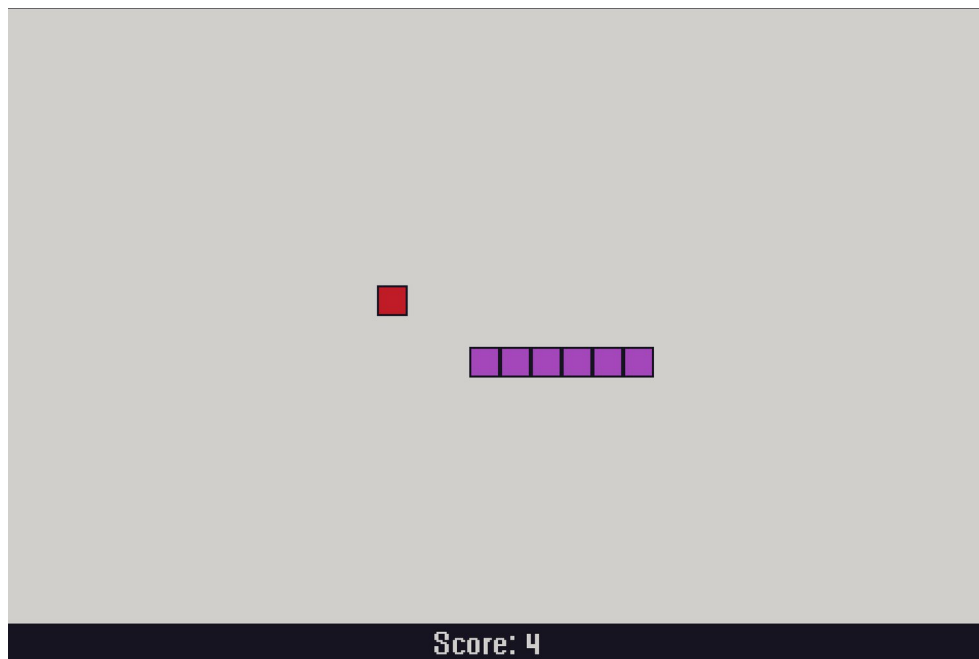
Snake for one player. The main goal of this game mode is to eat as many fruits as possible.

Controls:

- Change snake direction: rotate blue (right) knob

Score: number of eaten fruits = length of the snake – starting size (2)

Snake starting position: top left



Game (1 player)

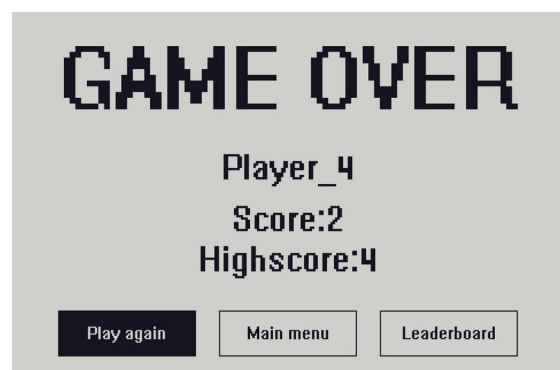
Game over (1 player)

Controls:

- Change button: rotate red (left) knob
- Select button: press red (left) knob

Buttons:

- Play again – start game for one player
- Main menu – go to main menu
- Leaderboard – go to leaderboard



Game over (1 player)

Game (2 Players)

Snake for two players. The main goal of this game mode is to have fun with a friend.

Controls:

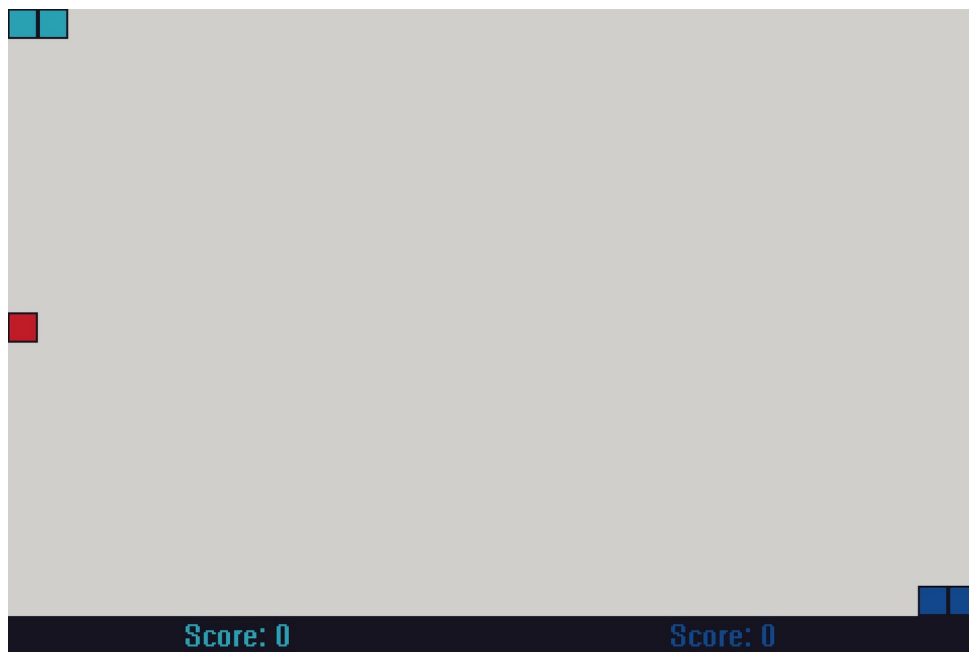
- Change snake 1 (player 1) direction: rotate red (left) knob
- Change snake 2 (player 2) direction: rotate blue (right) knob

Snake 1 (player 1) starting position: top left

Snake 2 (player 2) starting position: bottom right

Score: Number of eaten fruits = length of the snake – starting size (2)

Score is different for each snake, score counter colors correspond to snake colors.



Game (2 players)

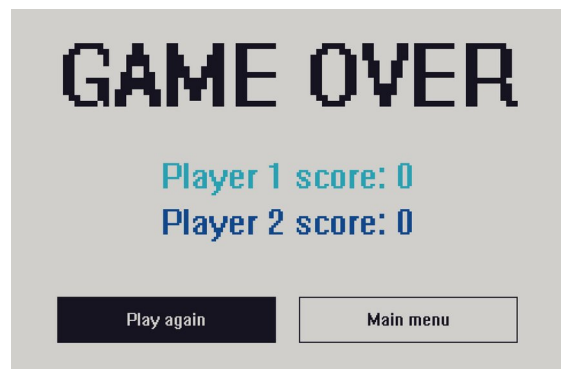
Game over (2 players)

Controls:

- Change button: rotate red (left) knob
- Select button: press red (left) knob

Buttons:

- Play again – start game for two players
- Main menu – go to main menu



Game over (2 players)

Options

Options allow the user to change app and game settings.

Controls:

- Change button: rotate red (left) knob
- Select button: press red (left) knob

- Change button with options value: rotate green (middle) knob
- Confirm button with option: press green (middle) knob

Buttons:

- Snake size – change snake tile size
 - Available sizes:
 - 5px
 - 10px
 - 15px
 - 20px
 - 30px

- Snake speed – change snake speed
 - Available speeds:
 - 1
 - 2
 - 3
 - 4
 - 5

- Snake 1 color – change snake 1 color (this snake is the one in 1 player mode)
- Snake 2 color – change snake 2 color
- Fruit color – change fruit color
 - Available colors:
 - Pink
 - Red
 - Orange
 - Yellow
 - Lime
 - Green
 - Cyan
 - Blue

- Color theme – change app color theme
 - Available themes:
 - Classic theme (green-black)
 - Dark theme (black-white)
 - Light theme (white-black)

- Save – save the settings and go to main menu
- Default – set all settings to default values

How to change the settings:

- 1) Go to options
- 2) Choose which setting you want to change, navigate to it using the red (left) knob.



Open options



Choose button

- 3) Press the red (left) knob to select it
- 4) Choose from predefined values using the green (middle) knob

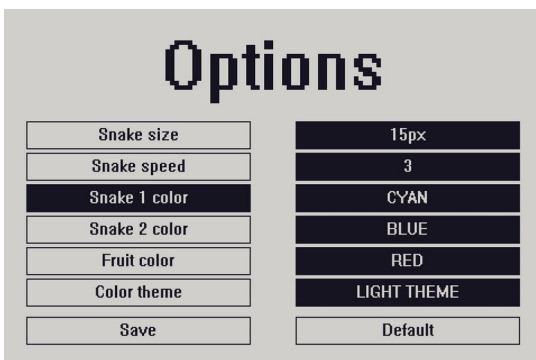


Select the button



Change value

- 5) Press the green (middle) knob to confirm.
- 6) Save



Confirm new value



Save

Leaderboard

Leaderboard shows rank and highscore of each player.

The rank is set by the highscore:

- Best highscore = 1st
- Second best highscore = 2nd
- ...
- Worst highscore = 6th

If two players have the same highscore, the rank is set depending on the player numbers.

For example:

Player_3 highscore = 5
Player_1 highscore = 5
Player_5 highscore = 5

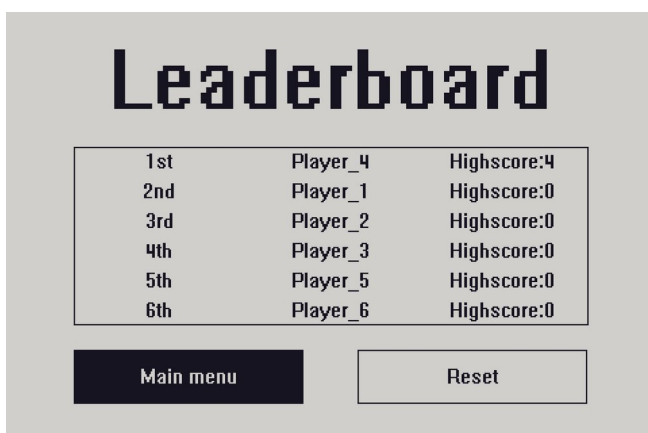
1st Player_1
2nd Player_3
3rd Player_5

Controls:

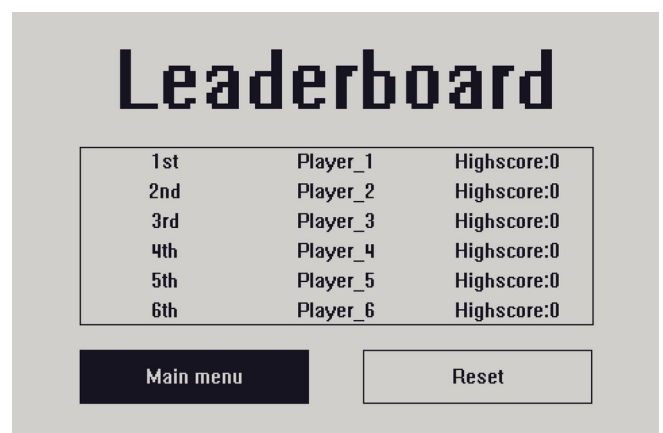
- Change button: rotate red (left) knob
- Select button: press red (left) knob

Buttons:

- Main menu – go to main menu
- Reset – delete all highscores



Leaderboard



Default leaderboard