



# Hungry Hungry Snake

Two player snake

CMPS 3350 – Final Project

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## Overview

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An upgrade from the classic snake game, introducing local multiplayer and a variety of game modes. The objective of the game is to survive longer than the opposing snake, whether that is accomplished by eating the rat first or by sabotaging your opponent. In the various modes, boosts can be acquired to power up game play and control the boards sooner.

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# Requirements

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## Environment:

C++ Programming  
OpenGL for Graphics  
Program base (Snake framework)

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# Features

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## Controls:

Snake 1: Directional Arrows  
Snake 2: 'WASD'  
Credits: 'H'  
Quit: 'Q' or Quit button on screen

## Mechanics:

Intro screen allowing choice of game mode  
Unique game modes  
Objective (rat) placements are randomized  
Various player buffs and debuffs placements are randomized  
Snake and Object collision detection system  
Responsive sound effects  
Scoring system based on objective + survival time  
Player leaderboards updated each game

## Graphics Enhancement:

Updated snake, objective, map models  
Modernized launch and menu  
Overall cleaner game design