



# Venom

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## Overview:

In this game, you play as a snake, but not all objects you eat behave the same. Some objects will affect your rate of growth, or even hinder it. Others make it harder to avoid colliding with the wall. Be careful as you race against the clock and other opponents to win the leaderboard.

## Design Requirements for minimum and potential features

- C++
- OpenGL for graphic
- OpenAL for sound
- SQL/ PHP for message system
- Background images: for example, 8-bit art images or non-copyright ones

### **Minimum Features:**

- Snake is our frame provided by Professor Griesel
- Keyboard input for playing this game and mouse input for selecting a menu option
- Sign-up page and credits page (Ranking Page)
- Three different sizes of grids to implement gradual levels
- Objects (Venoms) in a grid for a snake (player) to provide unexpected changes in length of the snake
- Background images for different snake game levels, sign-up, and credits screens
- Time limitation
- Different ending pages depending on how a game is ended

### **Control Schemes:**

- Mouse integration
  - select game modes, view controls, and reset/quit game
- Keyboard integration
  - Arrow keys to control snake
  - Specific keyboard inputs (ex: esc to pause, r to reset, etc.)

### **Potential Features:**

- Sending and receiving messages between players for a challenge (Messaging system using php and MySQL)
- Other kinds of objects in a grid that show different effects on a snake (player): We plan to categorize objects depending on their colors and effects.
- Add sounds so that there is a unique sound per a different object.
- Life system: For example, a user is given 3 lives from the beginning of a game.