

Fat Cobra

Members of this project

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Why do we choose this topic?

- Because we got some idea from the odd class that they have done the snake game, we have the similar interest to try to do this topic but want to do better on the other platform.
Therefore, we got started!!

About our project

fun

We let a well-known old game be funnier and try to play it in new rules.

Innovation

We want to show everybody an old game with new platform technology and try to make it work.

What is our goal??

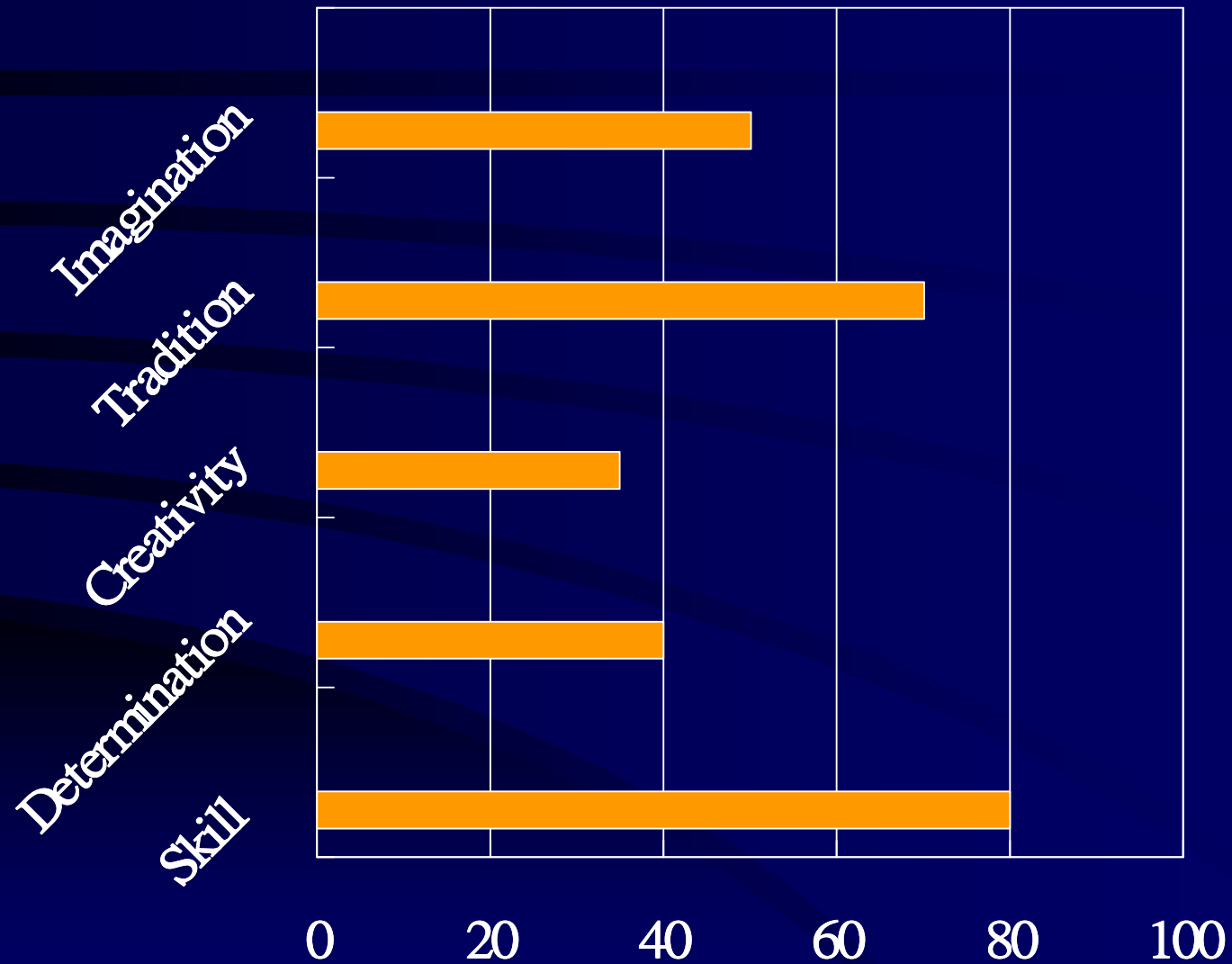
features

The cobra can eat, and it also can walk via the wall. You can find out that when it eats something, its body will become different.

We hope to show players the classic old game with advance platform, and let themselves find out the difference.



The Content of This Game



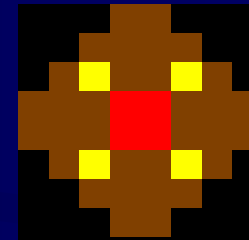
Detail of Fat Corba

The background

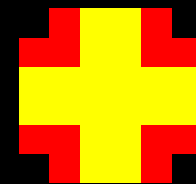


Our hero: Cobra!!

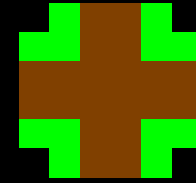
Head



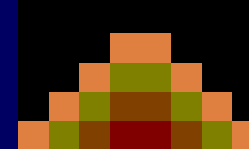
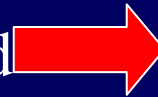
Body when eat something



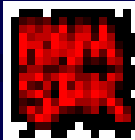
Dody



Food



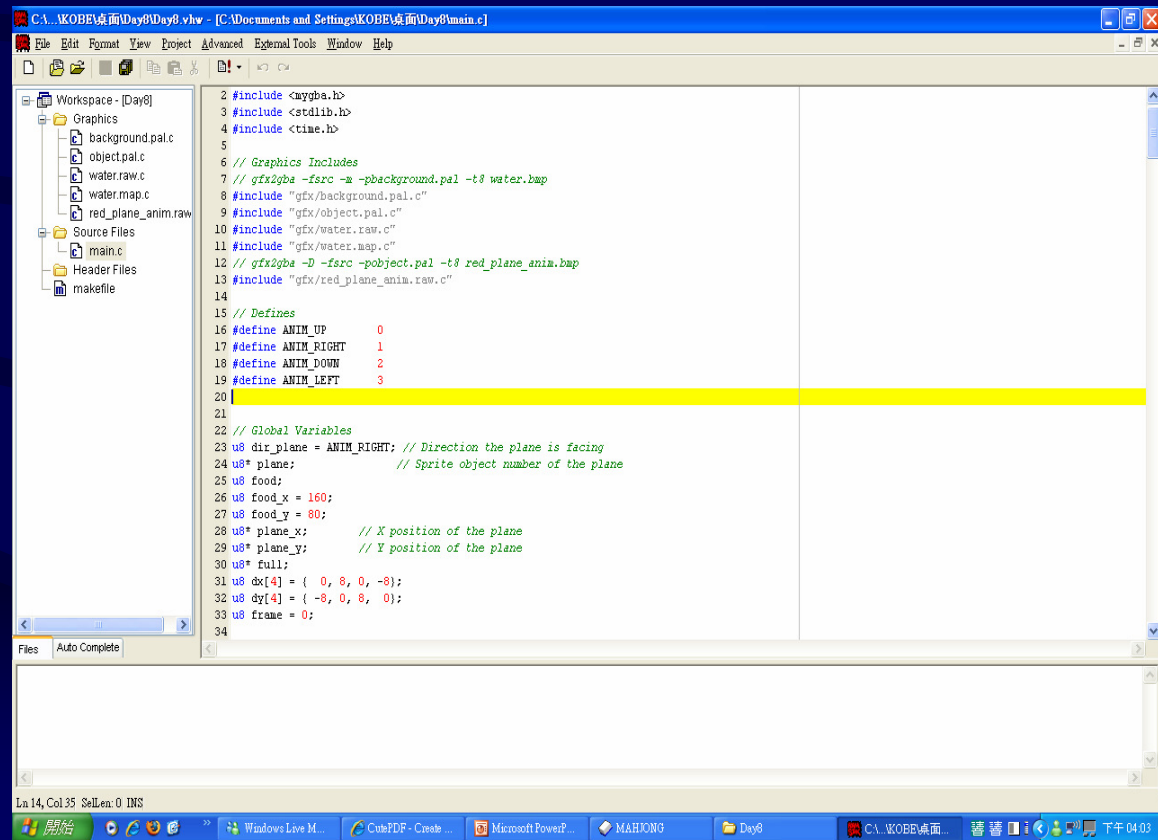
The Developing Environment



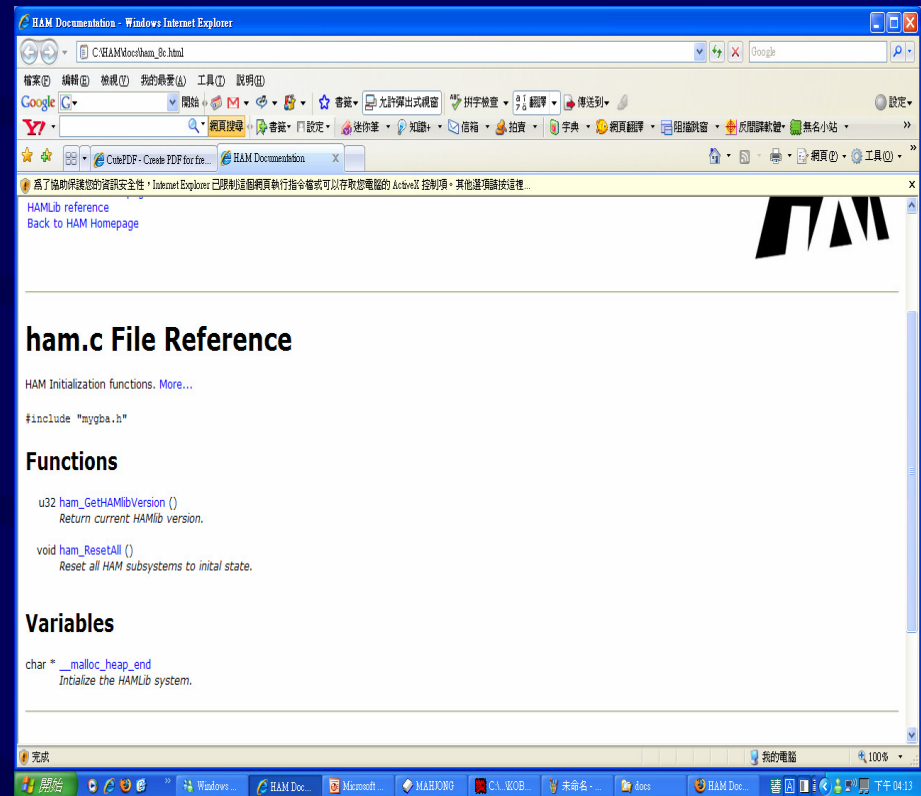
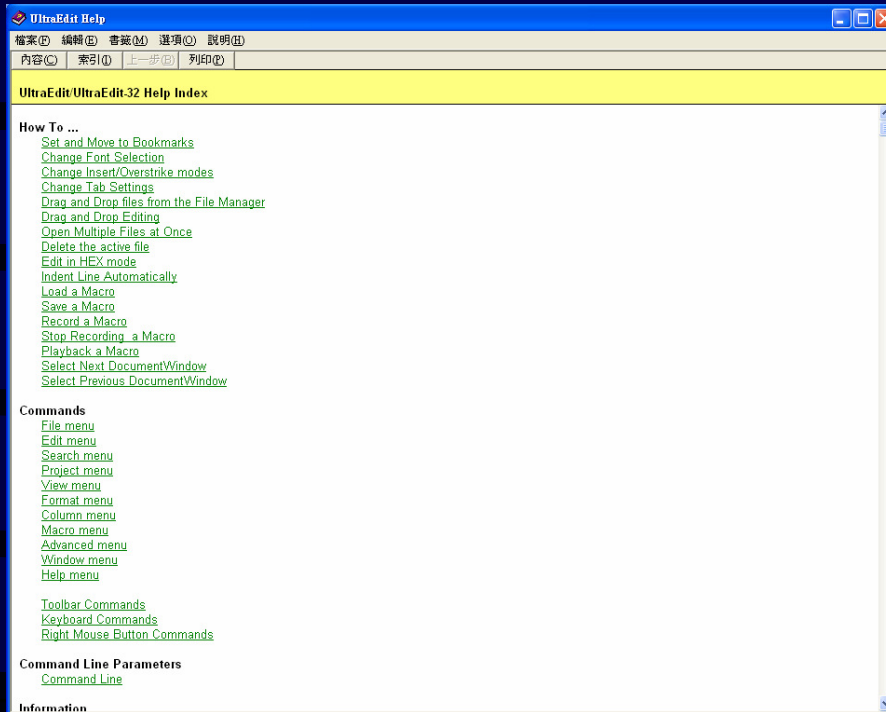
VisualHAM



Software: VHam



The Helpful Teacher for Developing



The Documents which help us a lot!!

The problem we faced

1. The cobra never move
 - There' s a bug!!
2. The cobra never die
 - We change its condition for live
3. The switch between backgrounds
 - Set flags to solve it
4. The memory is overflow
 - free it and reallocate
5. The links between sorcecode
 - team cooperation

Now, what we have

1. Cobra Eats and walks through the frontier
2. Score counting
3. Switch between backgrounds
4. A nice body and head
5. When eating, the body will change color
6. Level 0~9 for choosing
7. If you don't eat food for a period of time, the food will diminish and your body will become a death bone to make the ground dangerous.
8. There are two different foods: one kind makes you poop, and the other makes you appear to the other side

The sequence of this game

Start → game; gameover → start

How to play → know how → start

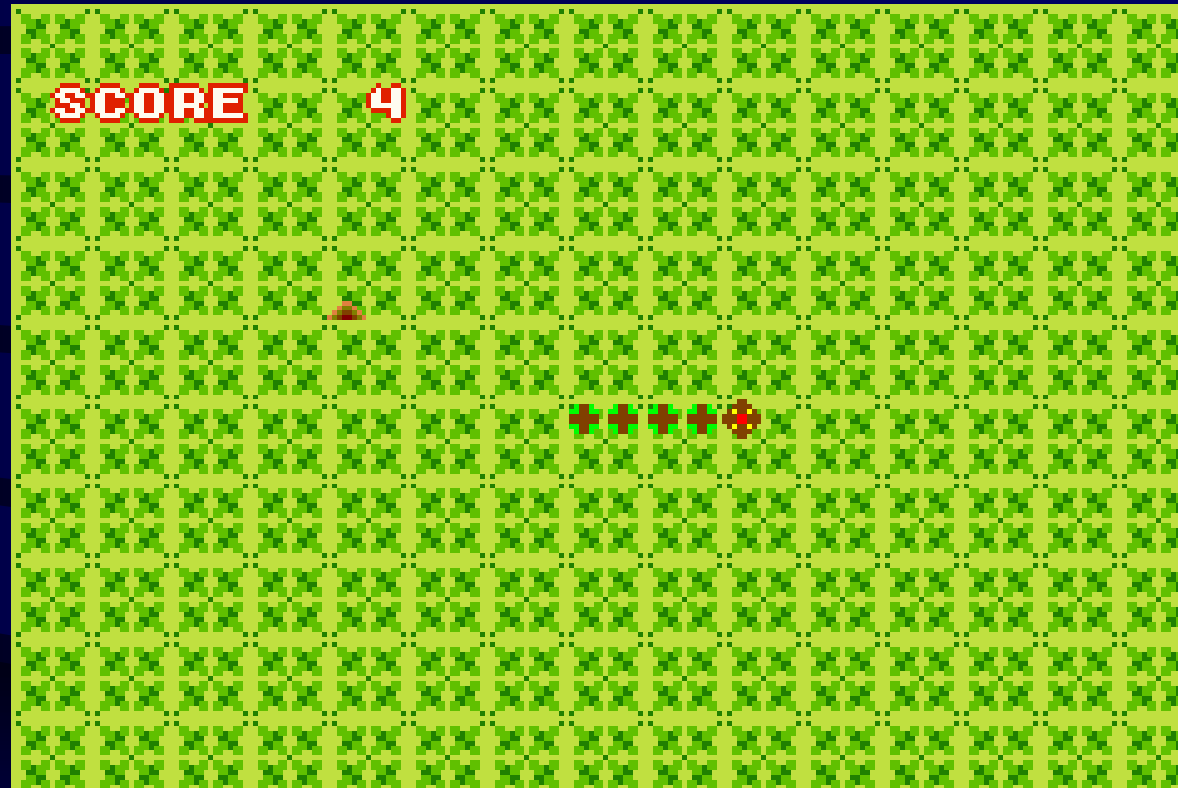
Start → game; gameover → quit



Interface - Beginning



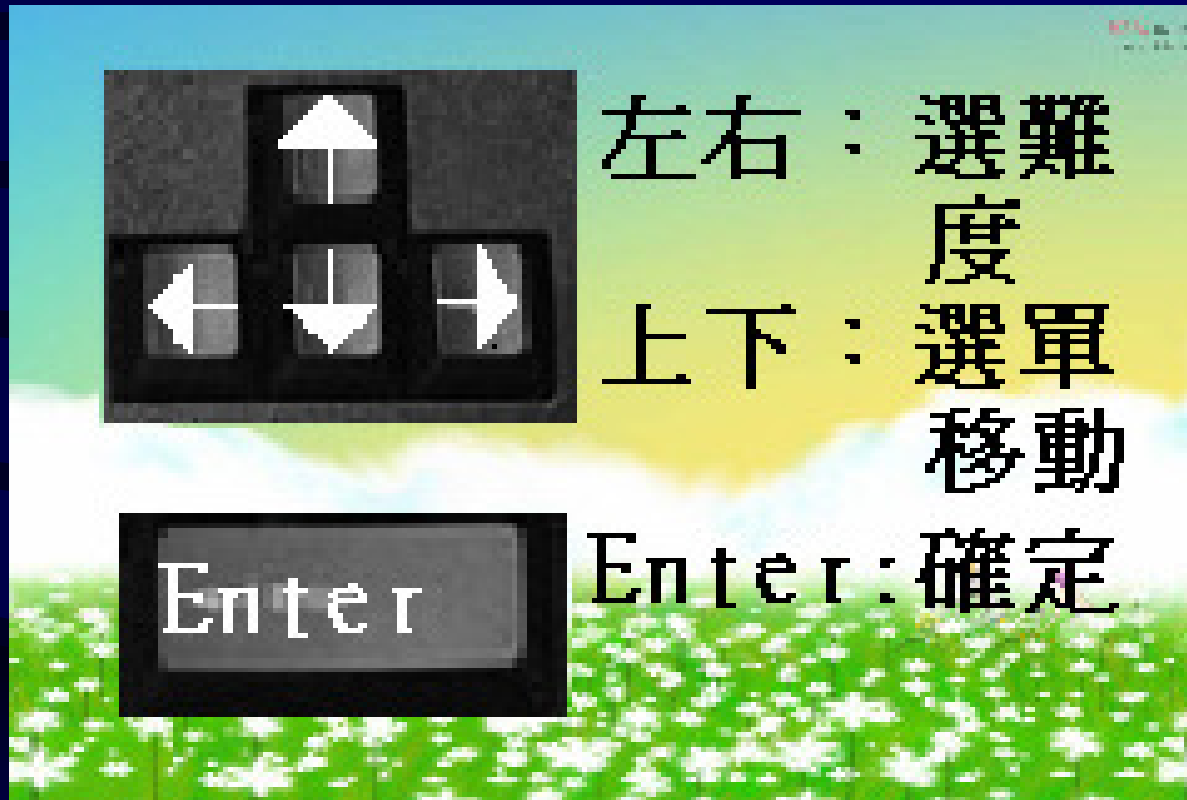
In the beginning, you can choose level by “←” and “→”, and then press “start”. Also, you can leave the game by “quit”. Besides, if you don’t know how to play, just press the key “how to play”.

Interface – Main Game Screen



Now, you are a snake(), you must eat food ()as much as you can. However, if you want to live, you can't touch your body.

Interface – How To Play



Now, if you don't know how to play our game, you can press this button and see this page to know how you have to do.

Interface – Game Over



This page is show you that you are not enough to win our game.

Thank you for your listening!!

Winter vacation,
here we come!!