

snake

COLLABORATORS

	<i>TITLE :</i> snake		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	snake	1
1.1	ESnake documentation	1
1.2	intro	1
1.3	install	2
1.4	usage	2
1.5	author	3
1.6	require	3
1.7	history	3

Chapter 1

snake

1.1 ESNAKE DOCUMENTATION

Table of contents

Introduction (or What?Why?Who?How?)

System Requirements

Installation

How to play

About the author

History

1.2 intro

Introduction to ESNAKE

What?Why?Who?How?

What?

ESNAKE is an implementation of the classical snake game. It will run on the Workbench or the default public screen, however this screen should have square pixels or the game will look totally stupid. I don't think I will make it aware of the aspect ratio. Yes, you guys without multisyncs or VGA monitors will just have to run this game in interlace.

Why?

1. Well, I just wanted to write a snake game.
 2. I didn't have a snake game with a highscore list.
 3. It's fun to play games you made yourself.
-

Who?

This game was written by me,
Erik Johannessen
.

How?

This game is really easy to play. All you have to do
is learn the
magic keys
.

1.3 install

ESnake is very easy to install. Just drag the ESnake drawer to wherever you want it, and copy/move the contents of the ESnake/libs directory to your libs: directory.

If you want to start with a blank highscore file just delete the existing one an ESnake will create a new one.

You don't need the amigaguide.library to run ESnake, but if you have it installed you'll be able to read this documentation from within ESnake with the press of a button.

1.4 usage

1. Starting a new game

The <return>, <n> or <N> keys or the "New" Button will all start a new game. A new game will be started even if you are playing.

2. Controlling the snake

Use the cursor keys or use the following keys:

i UP
j LEFT
l RIGHT
k DOWN

3. The gadgets

"About" - Display some basic info about the game
"Snakescores" - Display the highscore list
"New" - Will start a new game
"Help" - This button will only show up if you
have amigaguide.library version 37 or
greater. It will the bring up this help file
"Iconify" - Closes the snake window, and puts an icon on
the workbench.
"Quit" - Exits ESnake

You can even use keys to perform all the actions of the gadgets. Just press the key indicated with an underscore.

Also you can use the <help> key to instead of the "Help" gadget.

4. How to score points

Food will pop up in the playing area. Eating this food will score points and make your snake grow longer. If you don't eat the food fast enough it will disappear and you will have to wait for another food to pop up somewhere.

One unit of food will make your length(and score) increase by ten units.

1.5 author

If you have any questions (about Life,The Universe and Everything) or would like to see some more features added to ESnake please drop me a note. E-mail is preferred and will probably be read within a couple of hours at most(probably within a few minutes of its arrival).

Erik Johannessen
Seljevn. 18
3940 Heistad
Norway

e-mail: erik2@afrodite.kih.no (valid until May 1995)
URL: <http://afrodite.kih.no:8001/~erik2>

1.6 require

System requirements:

Kickstart/Workbench version 37 or higher.

Reqtools.library version 38 or higher.
Reqtools is Copyright (c) Nico François.

amigaguide.library version 34 or higher if you want online help.

You'll also need about 250KB of free memory to run the game.
I guess gcc wasn't designed to make memory efficient programmes :-).

The game was also designed to run on a screen with square pixels, thus it will look ugly in Hires(640x256). However it is still possible to play the game.

Because this game is 100% system friendly I use WritePixel to draw the snake. Thus it will run very slow on a 68000 based Amiga. In fact it will be like cheating.

1.7 history

ESnake 1.0: First public release.

ESnake 1.1: Second public release. Several bugfixes.

Also added iconify button after suggestion from
Rick Hughes.
