

# Game Design Document (GDD)

## Game Title and Description

\* A concise and catchy title, along with a brief description that captures the essence of your game.

->Snake Game

## Genre

\* Specify the genre (e.g., puzzle, platformer, RPG) to give a general idea of the gameplay experience.

->puzzle action

## Target Audience

\* Identify the age group and interests of the players you're aiming for.

->Myself

=>自分のため(お勉強)

## Gameplay Mechanics

\* Describe the core rules and how players interact with the game world.

->WASD keys to move snake. The snake can turn left or right, but cannot turn back. Move to wall, rocks or himself is GAME OVER.

=>WASDキーでへびを動かす。へびは曲がれはしてもその場で振り返ることはできない。壁や岩、自分自身に動いてしまうと(重なると)ゲームオーバー。

## Story (if applicable)

\* Outline the narrative or backstory that drives the game (not all games have stories).

-> The snake is hungry. very very hungry. Is that an apple ? he will get it now!

=>へびはお腹が空いていた。とてもとても空いていた。とてとてだ。あれはりんごか？即ゲットだ！

## Characters (if applicable)

\* Define the playable characters, enemies, or NPCs (non-playable characters) that populate the game world.

->Green block: Snake, Red block: Apple (What a juicy!), White block: walls, Gray block: Rocks

=>緑:へび、赤:りんご(美味しそう)、白:壁、灰:岩

## Art Style

\* Describe the visual aesthetic you envision for your game (e.g., realistic, cartoon, pixel art).

->2D Square blocks only.

=>■だけ。

## Level Design

\* Explain how levels will be structured, including challenges, obstacles, and progression.

->Each 5 times eat apple, 5 rocks appear. The snake can not through the rocks. Every time the snake eat an apple, moves faster.

=>りんごを5個食べるごとに岩が5つ出現。へびは岩を乗り越えられない。りんごを1つ食べるごとに移動速度が上がる。

## User Interface (UI)

\* Describe how players will interact with the game through menus, controls, and feedback displays.

->No menu.

=>メニューとかそういうのは無い。

## Core Mechanics

\* Here, delve deeper into the specific actions and interactions that make your game unique and engaging.

->The snake continues to grow by eating. Without shedding his skins!

=>へびは食べることで成長し続ける。脱皮もしていないのに！

## Concept Art (optional)

\* Include sketches or illustrations that visually represent your ideas for characters, environments, or overall style.



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