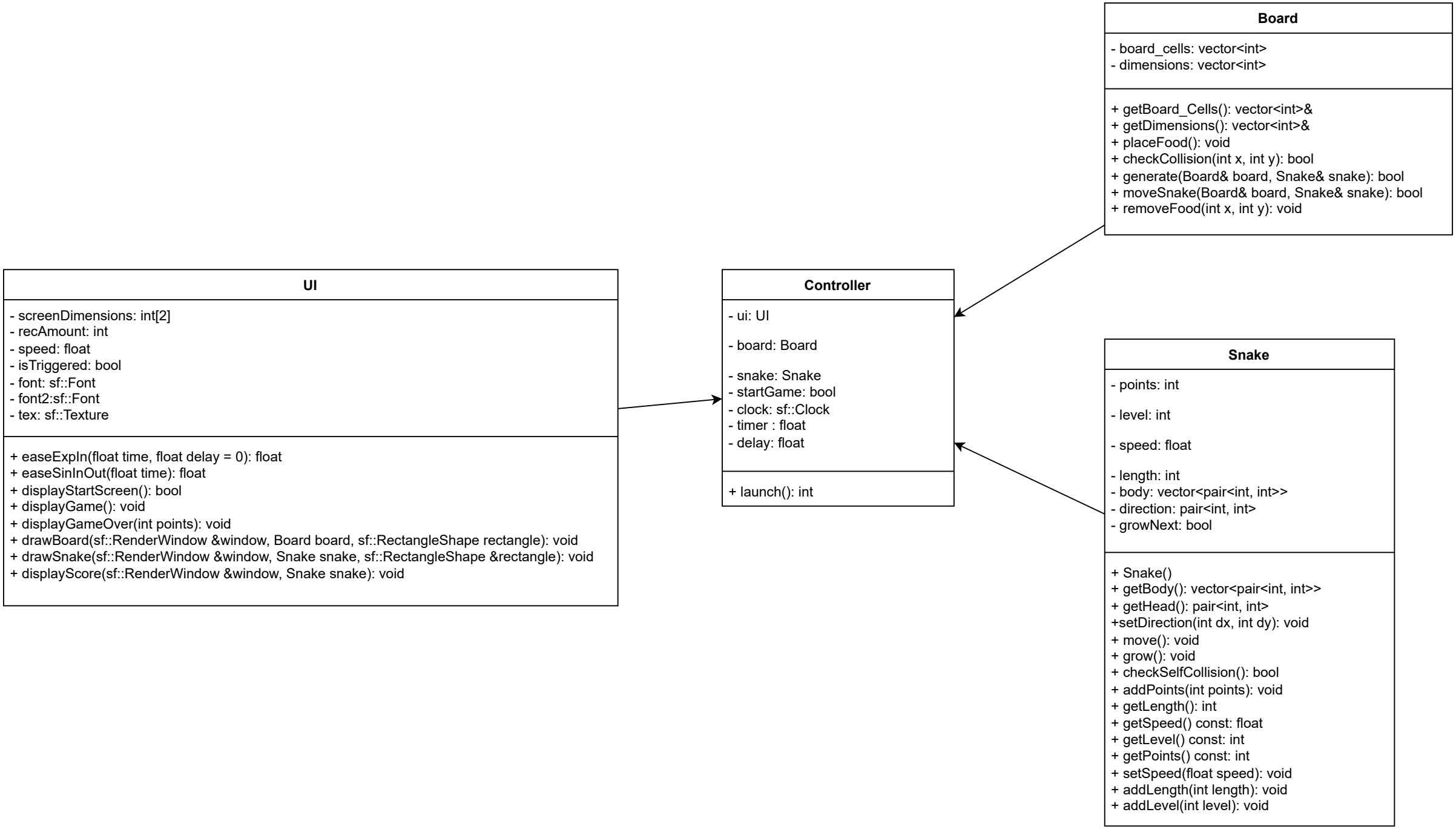
Board
- board_cells: vector<int>
- dimensions: vector<int>
+ getBoard_Cells(): vector<int>&
+ getDimensions(): vector<int>&
+ placeFood(): void
+ checkCollision(int x, int y): bool
+ generate(Board& board, Snake& snake): bool
+ moveSnake(Board& board, Snake& snake): bool
+ removeFood(int x, int y): void
UI
- screenDimensions: int[2]
- recAmount: int
- speed: float
- isTriggered: bool
- font: sf::Font
- font2:sf::Font
- tex: sf::Texture
+ easeExpIn(float time, float delay = 0): float
+ easeSinInOut(float time): float
+ displayStartScreen(): bool
+ displayGame(): void
+ displayGameOver(int points): void
+ drawBoard(sf::RenderWindow &window, Board board, sf::RectangleShape rectangle): void
+ drawSnake(sf::RenderWindow &window, Snake snake, sf::RectangleShape &rectangle): void
+ displayScore(sf::RenderWindow &window, Snake snake): void
Controller
- ui: UI
- board: Board
- snake: Snake
- startGame: bool
- clock: sf::Clock
- timer : float
- delay: float
+ launch(): int
Snake
- points: int
- level: int
- speed: float
- length: int
- body: vector<pair<int, int>>
- direction: pair<int, int>
- growNext: bool
+ Snake()
+ getBody(): vector<pair<int, int>>
+ getHead(): pair<int, int>
+setDirection(int dx, int dy): void
+ move(): void
+ grow(): void
+ checkSelfCollision(): bool
+ addPoints(int points): void
+ getLength(): int
+ getSpeed() const: float
+ getLevel() const: int
+ getPoints() const: int
+ setSpeed(float speed): void
+ addLength(int length): void
+ addLevel(int level): void