31.03.24

Snake Game ++

* A typical snake game that changes background color of the webpage each time it eats a apple.
* Have a current score
* Have a Highscore
* Have a replay button
* Have a arrow keyboard that shows press down animation when pressed playing the game

A close-up of a diagram

Description automatically generated

Project breakdown:

* Highscore
* Score that gets reset every time player loses
* Play button that starts the game
* Replay button, that resets everything but high score
* Arrow keyboard buttons, that gets animated when pressed.
* “you lost” overlay when player loses
* Make snake game
* Make the apple in game connected to background div, which will change to random colour when its eaten
* Make the snake connected to arrow keyboard.

Report: 01.04.2024

While using [How to Build a Snake Game In JavaScript (freecodecamp.org)](https://www.freecodecamp.org/news/how-to-build-a-snake-game-in-javascript/)

This as a source code for snake game, I found a bug whereas the arrow keys don’t work for the game. We have to mouse press the presented buttons.

* Fix that bug first
* Then apply the source code to my own code, with my own variables.’

The bug is fixed, also the snake game is playable

NEED to remove the popup box of “play again” when player loses

………………..

Need To move the arrow keys box by the side of snake game box.

* Moved right under, feels more natural

NEED to make you lost text appear with overlay in the middle

* Make it clickable, restart game

Make high score updated according to current score when player lost,

* Only change the HS when is higher than previous

Report. 04.04.2024

* The game is now fully playable.
* Applied “need to” from report of 01.04.2024.
* Haven`t found any noticeable bugs.

What works:

* Background change after an apple is eaten.
* Score Update after an apple is eaten
* High score updated if the score was higher than last High score
* Restart button that only appears when player loses

Also resets everything, but high score

* Arrow button box with click animation

Time used:

* Approximately 8 hours.