checkCollisions

● (start)

↓

collisionFound?

↓ Ja

Is collision a snake element?

— true → endGame = true → ◉ (end)

↓ false

is collision food?

— true → addSnakeElement → ◉ (end)

↓ false

Log error: "Something went wrong"

↓

◉ (end)

Snake

● (start)

↓

initGameField

↓

startLoop

↓

MoveSnake

↓

checkCollisions

→ (note) Habe das richtige Zeichen nicht gefunden auf Lucidchart

↓

endGame?

— false → updatePositions → MoveSnake

— true → ◉ (end)

SnakeElement

IsHead: bool
ElementNode: f.Node
PreviousElement: SnakeElement
Position: f.Vector3

SnakeElement(IsHead, ElementNode)

GetElementNode(): f.Node
SetElementNode(node: f.Node): void
GetPreviousElement(): SnakeElement
SetPreviousElement(element: SnakeElement): void
GetPosition(): f.Vector3
SetPosition(position: f.Vector3): void
SetPositionToNextElementsPosition(): void