CppND-Snake Game

Instruction for Building/Running

1. In main folder, create a new folder named "build" and navigate into it:

   - Comment: mkdir build && cd build

2. Compile the code by using:

   - cmake .. && make

3. If an error shows and tell you incomplete compiling due to policy CMP0004 is out, then go to /usr/lib/x86_64-linux-gnu/cmake/SDL2/sdl2-config.cmake and edit sdl2-config.cmake file by removing last whitespace and machinery gun

4. After files are compiled successfully, then run the code by below comment:

   - ./SnakeGame

In Ubuntu `Ubuntu 16.04` it is located at

```
/usr/lib/x86_64-linux-gnu/cmake/SDL2/sdl2-config.cmake
```

In the source file,

```
# sdl2 cmake project-config input for ./configure scripts

set(prefix "/usr")
set(exec_prefix "${prefix}")
set(libdir "${prefix}/lib/x86_64-linux-gnu")
set(SDL2_PREFIX "/usr")
set(SDL2_EXEC_PREFIX "/usr")
set(SDL2_LIBDIR "${prefix}/lib/x86_64-linux-gnu")
set(SDL2_INCLUDE_DIRS "${prefix}/include/SDL2")
set(SDL2_LIBRARIES "-L${SDL2_LIBDIR}  -lSDL2 ")   <---- here
```
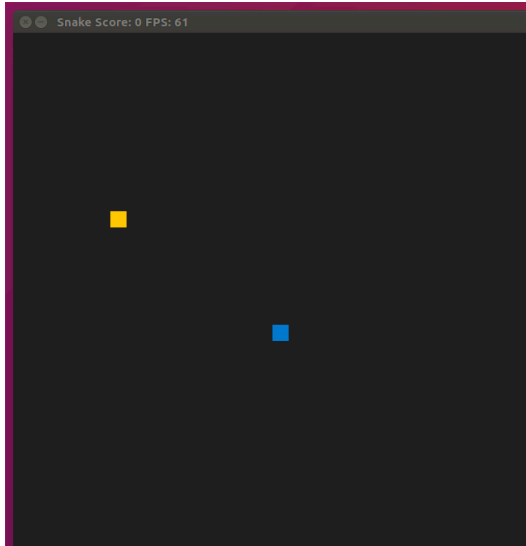
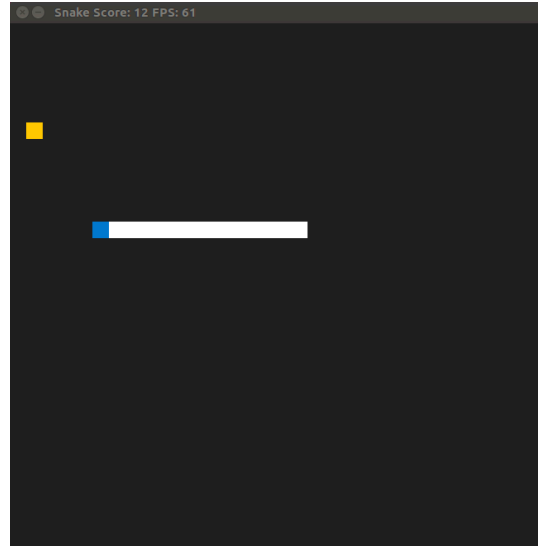In the last line, there is an extra space which should be removed

```
BEFORE:   set(SDL2_LIBRARIES "-L${SDL2_LIBDIR}  -lSDL2 ")
AFTER :   set(SDL2_LIBRARIES "-L${SDL2_LIBDIR}  -lSDL2")
```

Project Selection and Class Structure

1. Select Snake game as capstone project
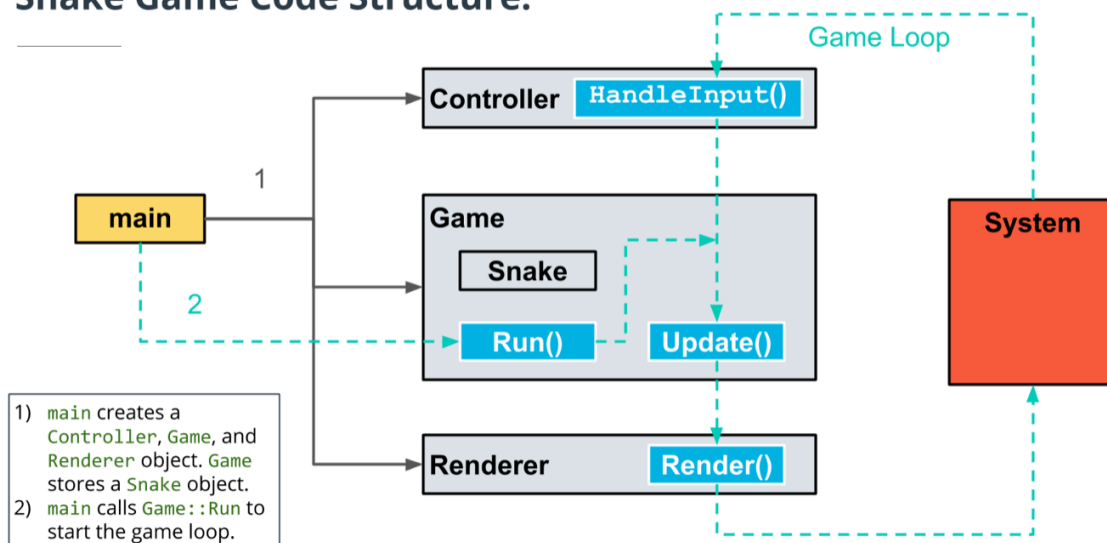

Game start

In Game


```
aslanfeng@ubuntu:~/Documents/c++/CppND_Capstone_Snake_Game/build$ ./SnakeGame
Game has terminated successfully!
Score: 27
Size: 28
```

Game Output

Class Structure