Snake Workshop Documentation

Steps

1. Draw Gameboard
   New: use a function
2. Store gameboard variables
   New: create variables
3. Draw single square
   New: Use variables
4. Create a snake object
   New: create an object
5. Write function draw Snake
   New: create a function, use an object
6. Read user Input
   New: use "if-conditions"
7. Snake movement
   New: multiple conditions in one statement
8. Snake movement at edges
   New: use "else-conditions"
9. Spawn fruit
10. Snake fruit interaction
11. Update Score

Available Functions

- *function* draw_board (*width*, *height*, *fillColor*)
  draw the gameboard
- *function* draw_square (*left*, *top*, *fillColor*, *borderColor*)
  draw a single square on the gameboard
- *function* draw_snake_body (*snake_body, snake_length, snake_body_color*)
  draw the body of the snake on to the gameboard
- *function* get_random_number (*min*, *max*)
  get a random number between min and max
- *function* snake_body_movement (*snake_body, snake_length, snake_head, fruit_eaten*)
  move the body of the snake around
- *function* update_score (*score)*
  update the score