

Snake Workshop Documentation

Description

Build the classic Snake to play in your Browser and learn the basic concepts of programming. Also host your browser game for free to show everyone what you managed to do in only one afternoon.

Language: JavaScript

Prerequisites

- GitHub account (can be created during the workshop)
- own Laptop(can be provided in offline sessions) with Visual Studio Code (<https://code.visualstudio.com/Download>) or a similar Text Editor the repository downloaded

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. Draw Snake
New: use an object, Loops
6. Read user Input
New: use "if-conditions"
7. Snake movement
New: Write a function, 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 drawBoard (width, height, fillColor)
draw the gameboard
- function drawSquare (left, top, fillColor, borderColor)
draw a single square on the gameboard
- function drawScore (score)
draw the score
- function drawSnakeBody(snakeBody, snakeBodyColour, snakeLength)
draw the score
- function getRandomNumber (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