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
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
12. Stop the game

Available Functions

- function drawBoard (width, height, fillColor)
  draw the gameboard
- function drawSquare (left, top, fillColor)
  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 snakeBodyMovement(snakeBody, snakeLength, snakeHead, fruitEaten)
  move the body of the snake around