Cylce

Try and cut people off by leaving a trail behind them.

Rules

* Two player game, will need to write more if statements for the players keys
  + Script > control\_actors\_action.py
  + Player one: wsad keys
  + Player two: I,k,j,l keys
* Each player’s trail grows as they move
* Players try to maneuver so the opponent collides with their trail.
* If a player collides with their opponent’s trail (HANDLE\_COLLISIONS\_ACTION)
  + “game over” message is displayed in the middle of the screen
  + The cycles turn white.
  + Players keep moving and turning but don’t run into each other

Requirements

* Include a readme file
* Include class and method comments
* Have at least 16 class
* Remain true to the game play described in the overview

Incorporate polymorphism in both snakes

Assignments

* Need to change the starting position of each snake.
  + Dallan
* Change starting position to vertical.
  + Matthew
    - Also, will need to add segments in the y direction
      * Casting > Snake > line 68
* Need to have the score board for Player two
  + Marvil
  + Cast > score
    - Add a if statement in add\_points
    - Add two attributes for points
      * \_player\_2
      * \_player\_1
* Change snake class to cycle
  + Dallan
* Incorporate polymorphism with the snakes.
  + Marvil
  + Make them be associated with their key strokes
* Know when they collide into each other
  + Dallan
* Make the tail grow
  + Matthew