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ONLİNE WEB APPLİCATİON FOR SNAKE GAME

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Project Proposal

## Introduction

The Snake Game will maintain information related to Canvas, Snake and Apple.

The Programe will be write in Javas Script programming language using processing web library.

## List of Objects

**The project mainly consists of following entities.**

**1.CANVAS**

**2.SNAKE**

**3.APPLE**

**Detailed functions** 1. **Canvas**

|  |  |
| --- | --- |
| **Function Name** | **Description** |
| CreateElement | Create new canvas using HTML DOM Document Object |
| Appendchild | Append new body to our canvas using this ready function |
| GetContext | Generate a new space will contain our snake and apple |
| RefreshCanvas | The canvas will be refresh by this function to replay the game or update the game. |
| İnit Function | To Setup all the initial values of game. |

**Detailed functions** 2.

### **2. Snake**

|  |  |
| --- | --- |
| **Function Name** | **Description** |
| Draw | The Snake will be drawed like Rectangle |
| advance | Using keyboard we can redirectionnate the snake |
| setDirection | Updating of snake direction |
| checkCollision | Snake Control function (touching Rect border || touching itself) |
| isEatingApple | The Snake must eat apple to become long or big. After apple eating, the Snake get new dimension by DrawBlock Function. |
| DrawBlock | When the snake eats apple, it gets a new dimension by drawing new block. |
| Restar | Replay game after game over. İt begins with initial Values. |
| Game Over | İf one of collision is checked(set on), the game take end. |

**Detailed functions** 3.

### 3. Apple

|  |  |
| --- | --- |
| **Function Name** | **Description** |
| Draw | The Apple will be drawed like circle using (Arc) |
| setNewPosition | Apple will change position Randomly after have been eaten. |
| isOnSnake | (This is a Bug) apple must never be on snake else game over. This bug must be resolved. |

***NEXTE PART OF PROJECT***

This part consists of the users registering before having access to the games. The information of the users and their scors will be recorded in the database.

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### USERS

|  |  |
| --- | --- |
| **Function Name** | **Description** |
| Register | User will create new account to acces game space |
| Login | Every User will get his own game account and they will have to login befor playing. |
| Scors | Every User has his scors in dB and can always see them. |
| Level | The level of every user will be stored in the dB and they can acces to them |