The Snakes Game :exe 3

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New functions in thesnakesgame file

int **Creaturecollidesnake**(Snake \*s);

//this function check if the snake's next move is one of the creatures- and handle each case .

bool **ObjectCollide**(Point p, bool killBul, bool killSnake);

//this function handle object collide-and return if the object can do his next move

(if free space or if he can kill the snake/bullet(whatever he ran into) and move on

int **getNextMove**(const Point &p) {return gameNumbers.findCloseNum(p);}

//this function go to the randNumbers on the board and check which correct number closer to the given point and return the next direction where to move to get closer .if there is no correct number return 4(don’t move)

New Classes:

There is now new class creature which is the base class , also there is the derived classes numberEater , LineFly AND ColFly .

Move is The main function in this classes, and in each class the function adjust to his kind of creature.

**notes:**

* there been some changes in snake's move function -now has new feature : can handle a collision with a creature
* There been some minor changes in run function(added the movement of the creatures) and with the newMission function.
* The run function is not completed yet , some creatures need to go faster then others- at this time they move at the same pace.
* There is a new function in randNumbers class which find the close number- this function need a check by you to see if it reliable