

About the program.

This is a classical snake game written in pascal for console command window. The goal was to write the program using dynamic memory (queues, stacks or dequeues). As follows snake body and all Obstacles in the game exist only in dynamic memory.

Controls:

- Movement executed by pressing arrow keys.
- Exit from program executed by pressing "esc".
- There was possibility to stop the snake by pressing "space bare", but it was used only for bugs fixing (you can go to the source code and remove comment operator to enable it).

Map:

- Red pixel – snake's head
- Blue pixels – snake's body
- Green pixels – wall.

There is possibility to change map size:

1. Right click on game icon
2. Go to "Properties"
3. Go to "Layout"
4. Change parameters in "Window Size"
5. Apply changes

(File "Map size" provides step by step pictures)

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