Snake

project

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Contents

[Introduction 2](#_Toc87368490)

[1.1. Descrition and Idea 2](#_Toc87368491)

[1.2. Aim and tasks to be done 2](#_Toc87368492)

[1.3. Structure of the documentation 2](#_Toc87368493)

[Reviewing the subject 2](#_Toc87368494)

[2.1. Simple definitions, concepts and algorithms 2](#_Toc87368495)

[2.2. Finding the problems and the difficulty of the problem 2](#_Toc87368496)

[2.3. Methods for solving the problems 2](#_Toc87368497)

[2.4. Functional needs 2](#_Toc87368498)

[Making the project 2](#_Toc87368499)

[3.1. Architecture and diagrams 2](#_Toc87368500)

[Testing and realization 2](#_Toc87368501)

[4.1. Realization of classes 2](#_Toc87368502)

[4.2. Memory control and optimization 2](#_Toc87368503)

[4.3. Planning and creating testing scenarios 2](#_Toc87368504)

[Conclusion 2](#_Toc87368505)

[5.1. Review and future plans 2](#_Toc87368506)

[Literature 2](#_Toc87368507)

# Introduction

## Descrition and Idea

Да се реализира популярната игра Snake.

## Aim and tasks to be done

# Reviewing the subject

## 2.1. Simple definitions, concepts and algorithms

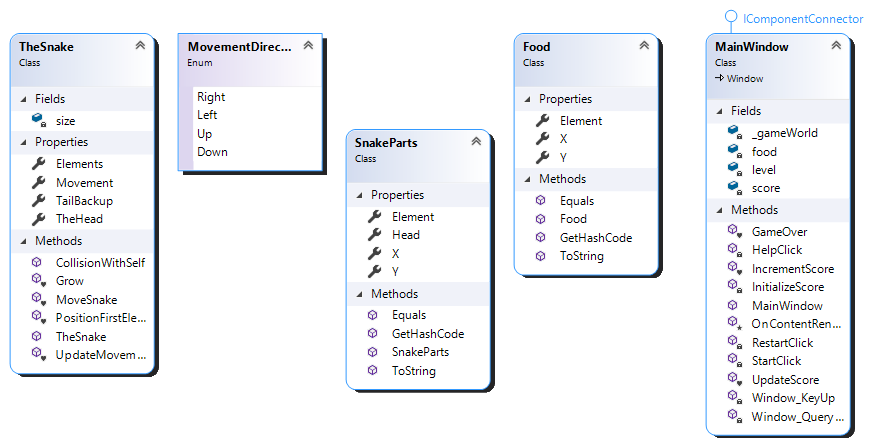
## 2.2. Finding the problems and the difficulty of the problem

## 2.3. Methods for solving the problems

## 2.4. Functional needs

# Making the project

## 3.1. Architecture and diagrams



# Testing and realization

## 4.1. Realization of classes

## 4.2. Memory control and optimization

## 4.3. Planning and creating testing scenarios

# Conclusion

## 5.1. Review and future plans

Змията да се направи да следва курсура, както и да бъде полилиния. Храните могат да бъдат различни. Различните игри да имат различни шарки на змията.

● възможност за двама играчи

● възможност компютърът да управлява автоматично една от змиите

● различни нива с препятствия

● “развалени” хапчета, които скъсяват змията

# Literature

1. Thomson - Beginning C++ Game Programming
2. Lectures
3. Beginning C# Programming with MonoGame
4. http://goldfirestudios.com/proj/snake/