Snake game:

User interface: When you load up the game frame you can choose from Snake game or minesweeper and the buttons will load up the game you press. If you press the snake game you will be moved to the snake pane which will have you playing the snake game. Snake pane will also have a back to games button where when you click it will take you back to the game select screen again.

Graphical user interface, application

Description automatically generated

Instructions: The premise of the game involves running around and eating as many apples as you can and avoid running into yourself. The board is designed so you can go to the edge of the board and then come back on the other side, unlike the original snake game where the game is over. The snake in this design also doesn’t not get bigger as you eat more apples. However, it does go faster and faster the more apples you eat. You use the arrow keys to move the snake. So juts press the direction you want to go and the snake will move that direction. When you run into yourself the game will automatically restart the next game but will show you your score in the top left. Try to eat as many apples as you can!

Error: I made my implementation separate from our combined project space, so I implemented a lot of code in the app class in the Stage method and when I was trying to add my code to our shared file space I was unable to do it correctly before the time was out so that is my fault. The code does work in just my file correctly.

Debugging Collaborators:

Amanuel Tamirat, a youTube channel that I used to implement snake using an arrayList and helped to debug problems I encountered while making the game.

Used stackOverflow for simple problems I encountered too.

Also random YouTube videos I found for other simple problems I had.