

Snake
 1,2

Food → {x: 1, y: 3}

game arena

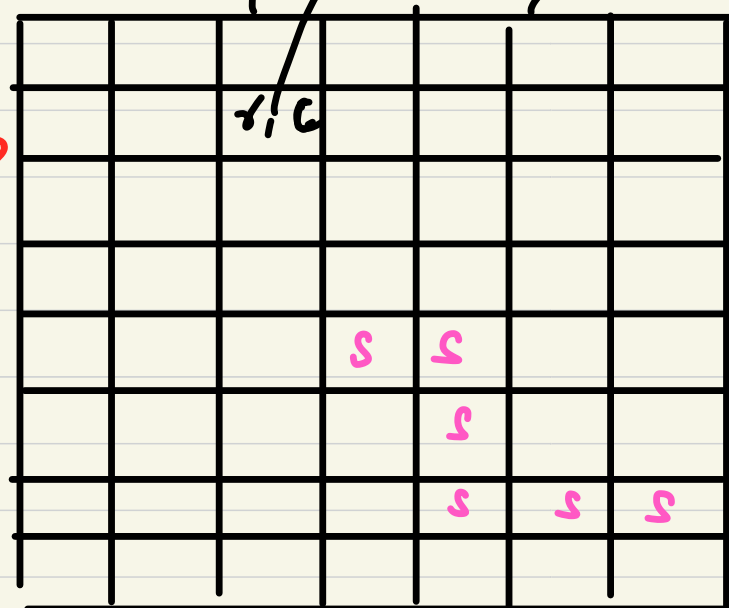
Size

600px x 600px

20px
 20px
 (Size of one cell)

low memory

0
1
2
3
4
5
6
7



0 1 2 3 4 5 6

up

(hx, hy)

head

[(4,3), (4,4), (5,4), (6,4), (6,5) (6,6)]

Snake \rightarrow it can grow

\rightarrow it can be present at
multiple cells
 \rightarrow head/tail -

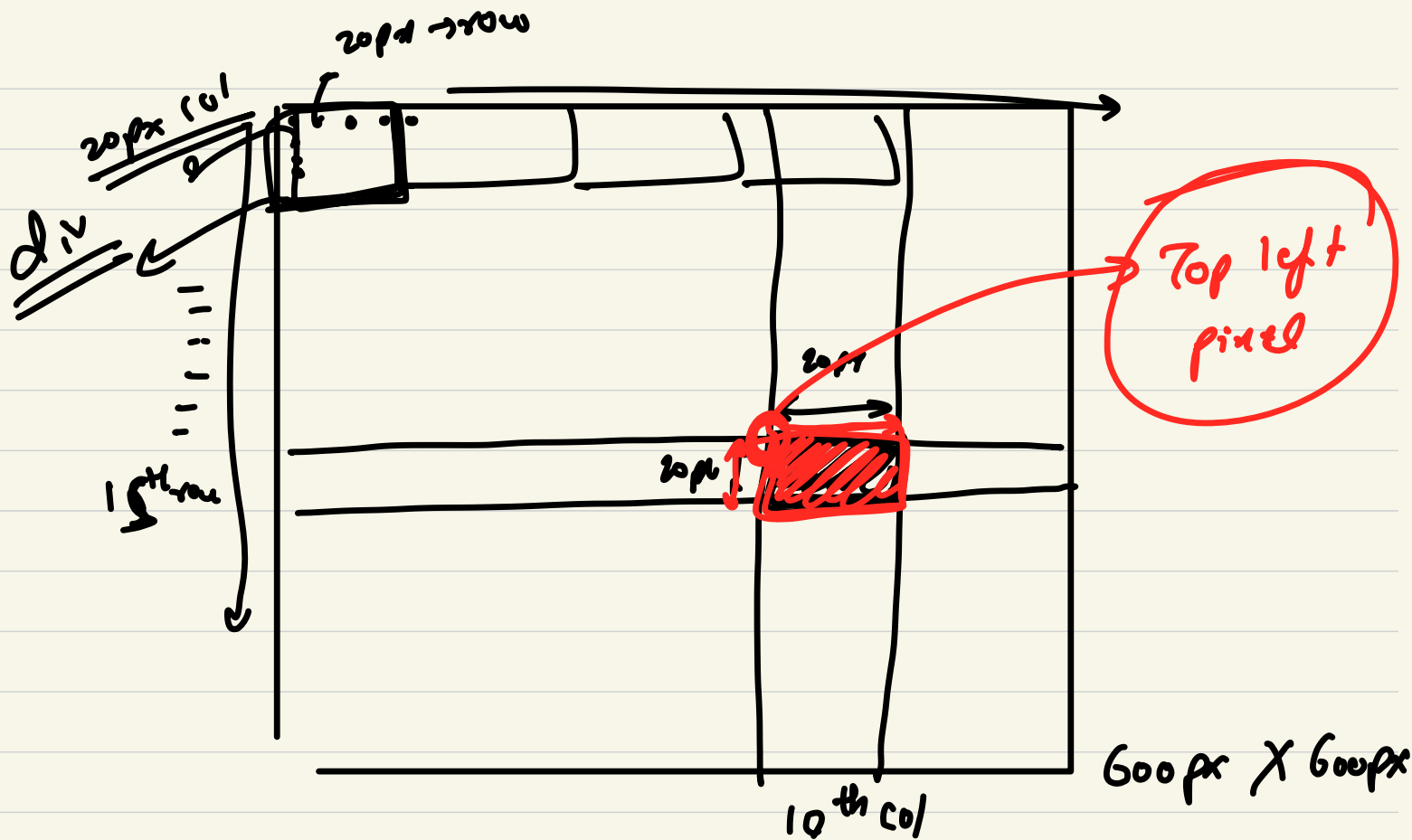
(array of
objects)

$[\{x_1, y_1\} \quad \{x_2, y_2\} \quad \{x_3, y_3\} \dots]$

if existing head coordinate is
 (h_x, h_y) & we are moving in
up direcⁿ,

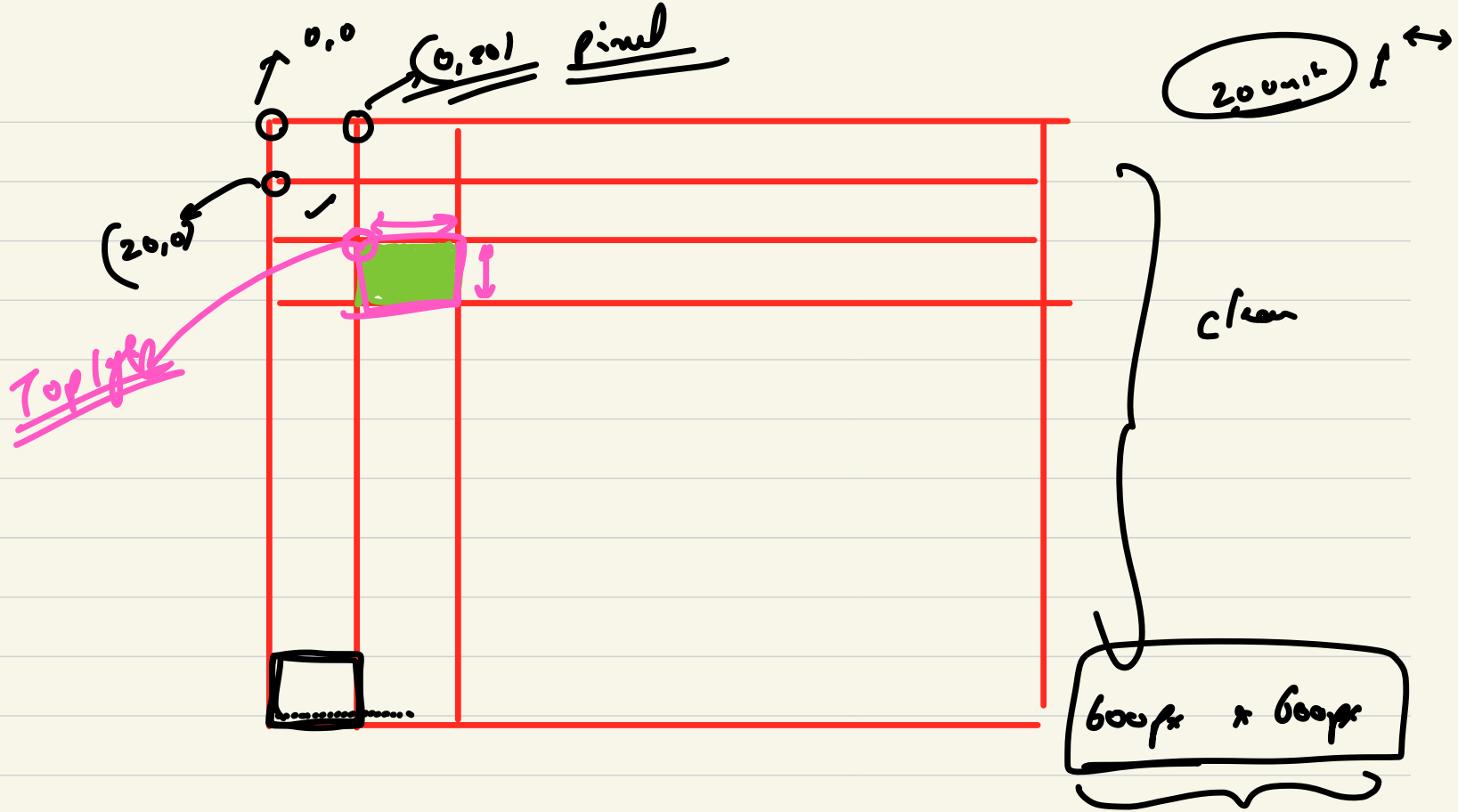
$$(h_x, h_y) \rightarrow (h_x - 1, h_y)$$

$$\text{Right} \rightarrow (h_x, h_y) \rightarrow \underline{\underline{(h_x, y_y + 1)}}$$

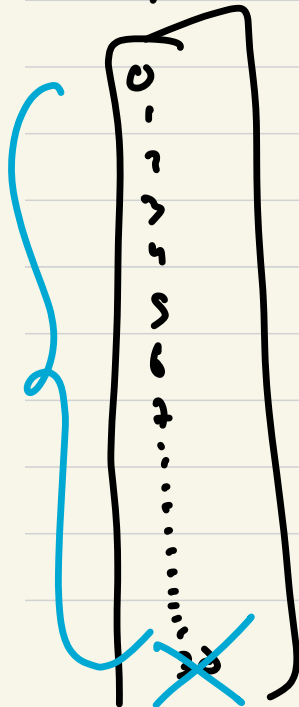


$$\text{food: } \left\{ x: \frac{15}{20}, y: \frac{10}{20} \right\}$$

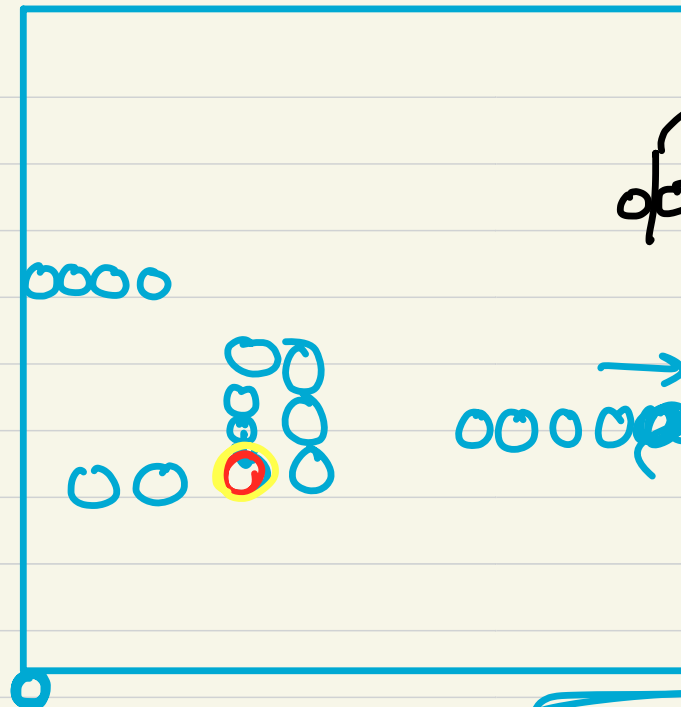
$$(300p_x : 200p_y)$$



$$\begin{array}{r} 30 \\ 600 \overline{) 18000} \\ \underline{1200} \\ 600 \\ \underline{600} \\ 0 \end{array}$$



3x10
h₂



580/μ



29 x 20 → 60 μ

580

arenasir - all Si₄

