

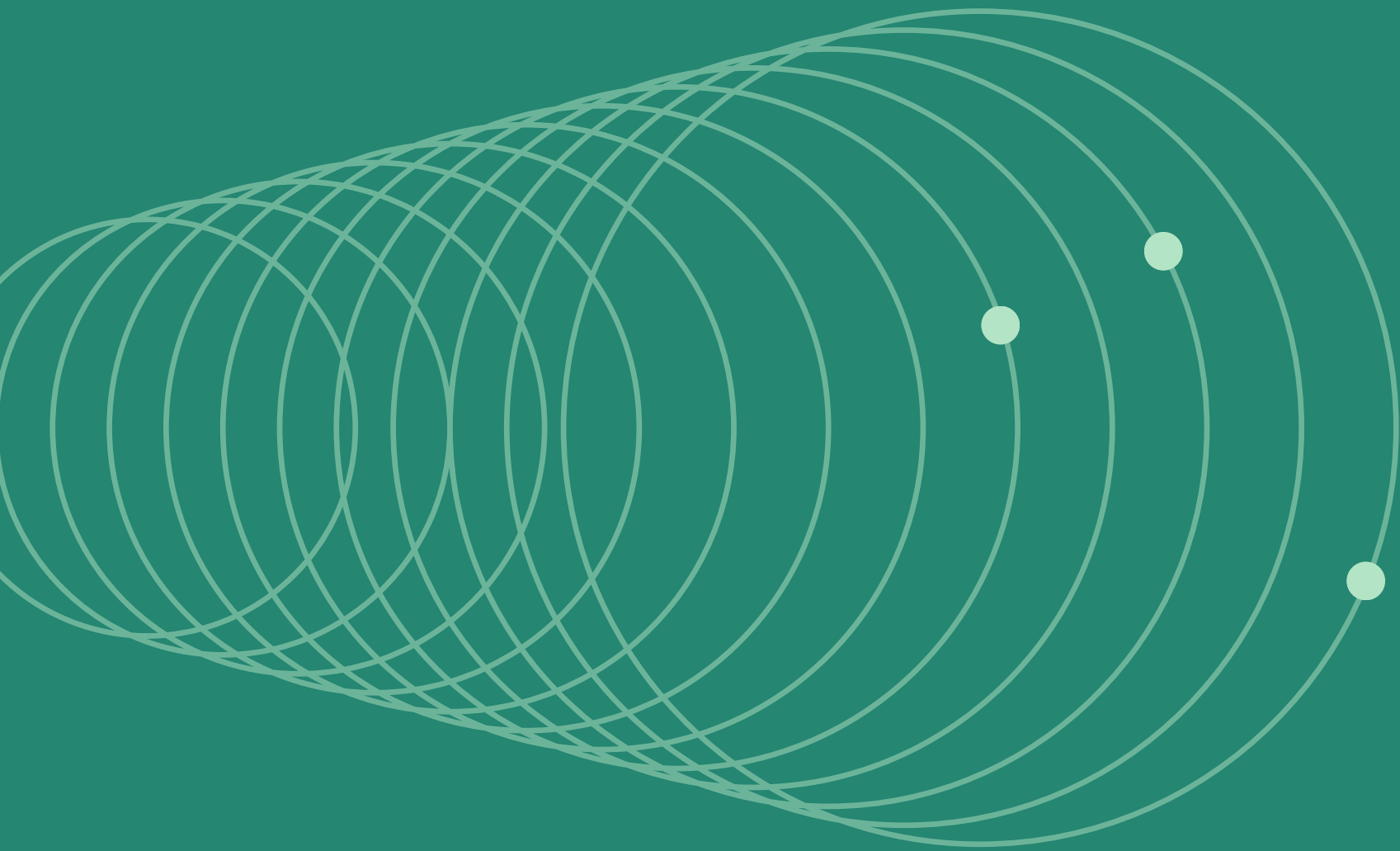


Snake Game

C4 MODEL

 Hernan Arismendii

C4 Model



- Level 1: Context

- Level 2: Containers

- Level 3: Components

- Level 4: Code

LEVEL 1: CONTEXT



CAN PLAY
SNAKE GAME

MOVES THE SNAKE
IN THE BOARD AND
EATS FOOD

USER GET
HIS SCORE



END GAME ON
COLLISSION

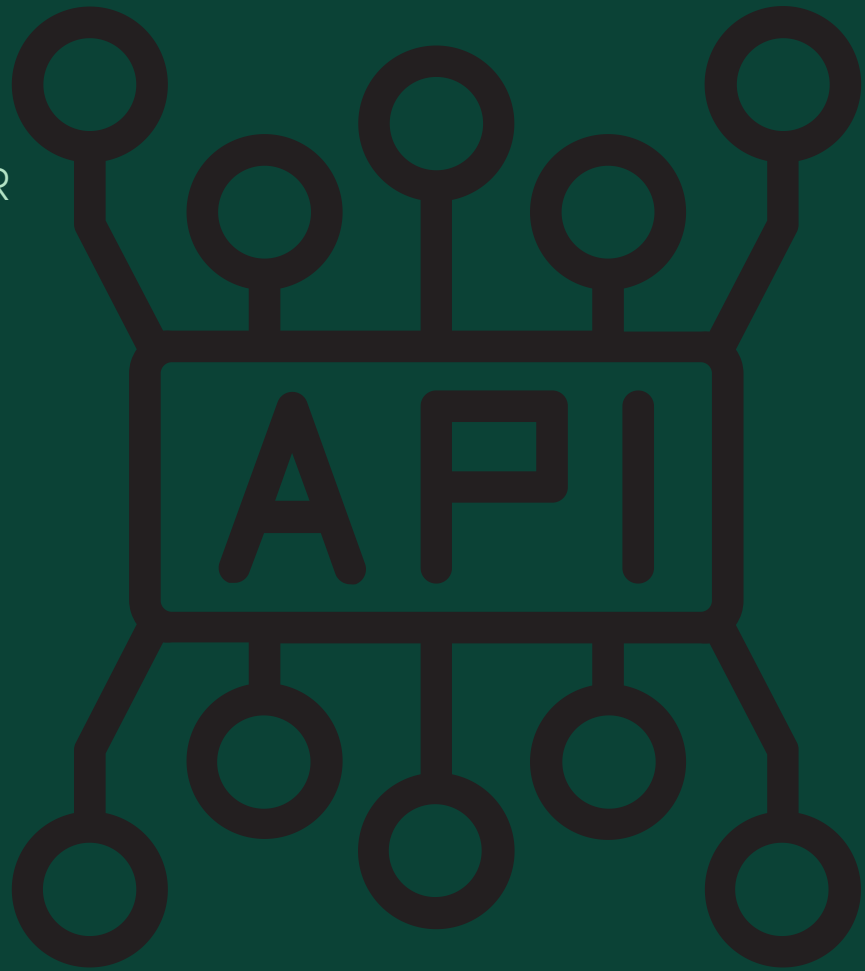
100

LEVEL 2: CONTAINERS

100

USER GETS HIS SCORE AFTHET
COLLISION AND GAMES END

CAN PLAY THE
GAME



PROVIDES METHOS TO
INTERACT WITH THE GAME

THE GAME BEGINS WITH ONE NODE SNAKES,
IF SNAKES COLLIDES THE GAME ENDS,
GAME CAN BE RESETED AND PLAYED AGAIN



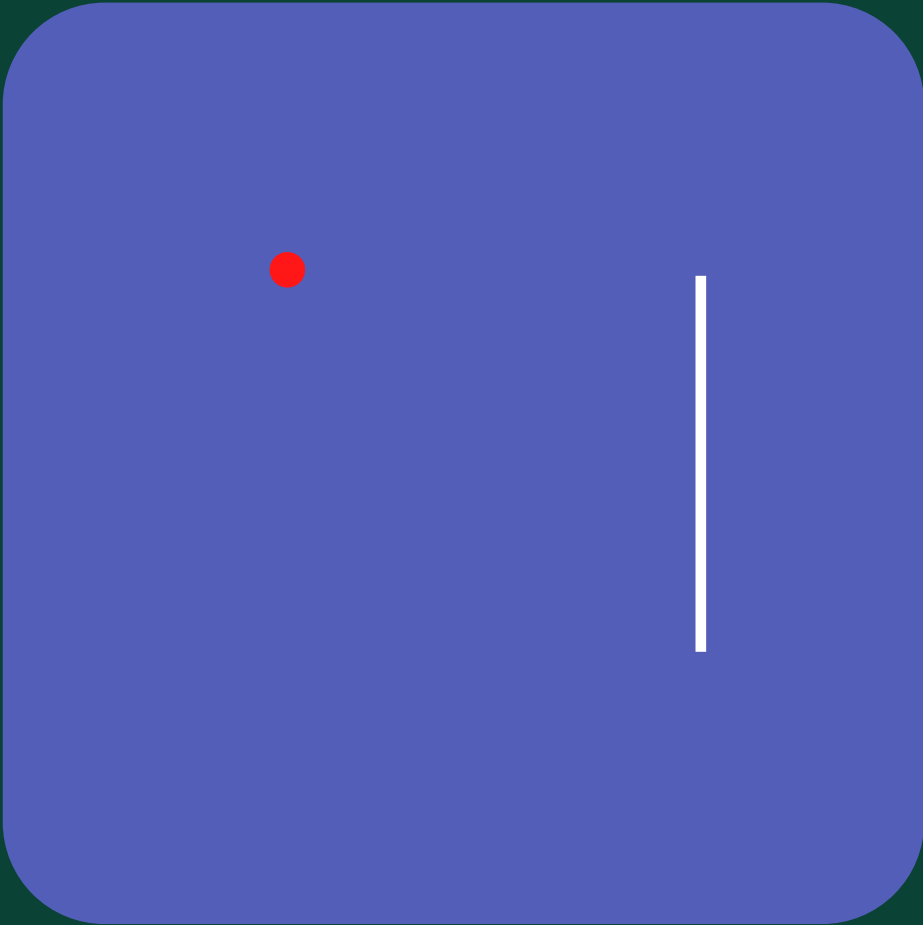
SNAKE COLLIDES WIHEN OCCUPYING
THE SAME COORDINATE
AS ITSELF OT ANOTHER SNAKE



SNAKE GROWS IN LENGHT AFTER
ITS HEAD OCCUPIES THE SAME
COORDINATE THAN A FOOD



SNAKES MOVES ACCORDING TO
AXIS COORDENATES



LEVEL 3: COMPONENTS

