

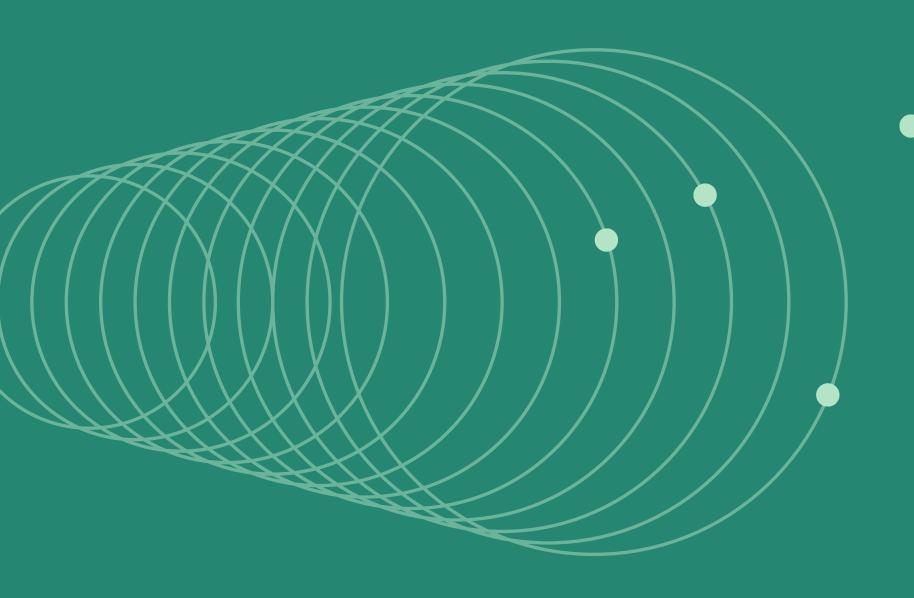
Snake Game

C4 MODEL

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C4 Model



Level 1: Context

Level 2: Containers

Level 3: Components

Level 4: Code

LEVEL 1: CONTEXT **CAN PLAY** MOVES THE SNAKE IN THE BOARD AND **SNAKE GAME EATS FOOD USER GET** HIS SCORE END GAME ON COLISSION

LEVEL 2: CONTAINERS

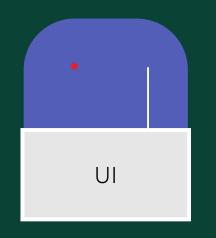
IF SNAKES COLLIDES THE GAME ENDS, GAME CAN BE RESETTED AND PLAYED AGAIN SNAKE COLLIDES WIHEN OCCUPYING THE SAME COORDINATE USER GETS HIS SCORE AFTHER AS ITSELF OT ANOTHER SNAKE COLLISION AND GAMES END SNAKE GROWS IN LENGHT AFTER ITS HEAD OCCUPIES THE SAME COORDINATE THAN A FOOD CAN PLAY THE SNAKES MOVES ACCORDING TO **AXIS COORDENATES** GAME

PROVIDES METHOS TO

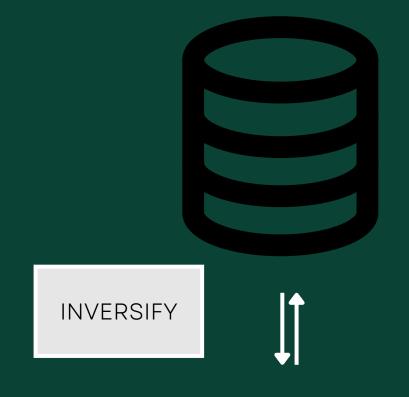
INTERACT WITH THE GAME

THE GAME BEGINS WITH ONE NODE SNAKES,

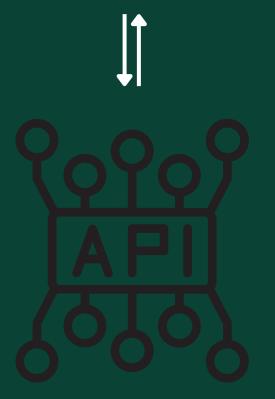
LEVEL 3: COMPONENTS







DB SERVICES



SNAKE ENTITY	BOARD ENTITY	FOOD ENTITY	GAME ENTITY
SNAKE REPOSITORY	BOARD REPOSITORY	FOOD REPOSITORY	GAME REPOSITORY
CORE SNAKE SERVICE	CORE BOARD SERVICE	CORE FOOD SERVICE	CORE GAME SERVICE
SNAKE SPECIFIC SERVICES			GAME SPECIFIC SERVICES