

Tasks to complete

During the task, take notes while coding, so you can answer the questionnaire after completing all the tasks.

Warmup task

0. Add a file with the extension `.feature-to-folder` to the *graphics* package.
 - Verify that the feature `Playing_Area` is defined in the Feature Model via the Feature View tab (bottom left).
 - Map the feature `Playing_Area` to the new `.feature-to-folder` file by writing it into the file.

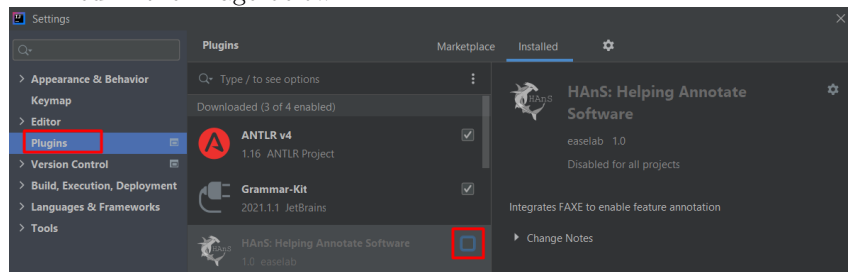
You have now mapped the feature *Playing_Area* to the *graphics* directory.

Tasks:

1. Implement and annotate a feature (choose a fitting name) that adds a red poison tile that if eaten shrinks the snake by three tiles. If the length of the snake is less than or equal to three, the snake dies. *Hint: The poison would follow similar implementation as the feature `Food`.*
2. Add a file with the extension `.feature-to-file` to the *pojo* package.
 - Verify that the feature `Tile` is defined in the Feature Model.
 - Map the feature `Tile` to the file `Tuple.java`.
3. Rename (refactor) the “Head” feature to the new name “Positions”, including all references to it.
4. Inspect the `.feature-model` file.
5. After the above tasks are completed, answer the questions here.

Second part:

6. Disable the plugin.
 1. Open Plugins in Settings/Preferences. Uncheck the box marked in red in the image below.



2. Click “Apply”.
7. Implement and annotate a feature (choose a fitting name) that adds death upon leaving the playing area such that the snake dies when crossing the

borders. The feature should be defined as a child feature to `Collision` in the Feature Model. *Hint: Locate the feature `Collision`.*