Design Document Deviation

There were not a lot of things that were changed in the program when it came to GUI. The only change was that the Eagle Corridor doesn’t have another rectangle anymore, and is simpler with red lines extending on both sides to signify that.

When it comes to the code though, the program changed a lot. The Game Panel was deleted and replaced with the Board class, which then served a greater purpose than the Game Panel. One of the reasons that the Game Panel had to be deleted and replaces with the board class was because the group was split like it is done in Merge sort (4people were split into 2 teams and the two then had different roles), but that caused the merge part to the problematic as the Snake code did not work with the Game Panel code and we had to strip Game Panel of most of its code and integrate it into the Board class. This completely changed our program as the UML stated that everything in the program will have a separate class for it, but now we had one class do multiple things which made it a little difficult for everyone to code at once.

The group was always there to support and help each other though and we managed to make the Board class work, but ran out of time to be able to divide up the Board class to work with the UML diagram that we created.

Testing Cases (Hard to do test cases for the snake game, so I made a day by day debugging list, starting the day we got the snake to work)

1. 22 January 2017: The snake is now working, but not flawlessly. It has some trouble as the key listener just stops working sometimes. The border restrictions also need to be fixed.

2. 22 January 2017 (end of class): The key listener bug has been fixed and the snake is working flawlessly. We also added an Easter egg ☺. The player will have to press the keys in a certain order and then they can get out of tricky situations with that.

3. 23 January 2017: We extended the frame a little and so we had to change the x and y values the snakes are allowed to go, but its having a lot of difficulty. The eagle is being implemented.

4. 24 January 2017: The snake was perfected, it stayed within the borders. The sounds and the images also worked flawlessly. The game is now complete