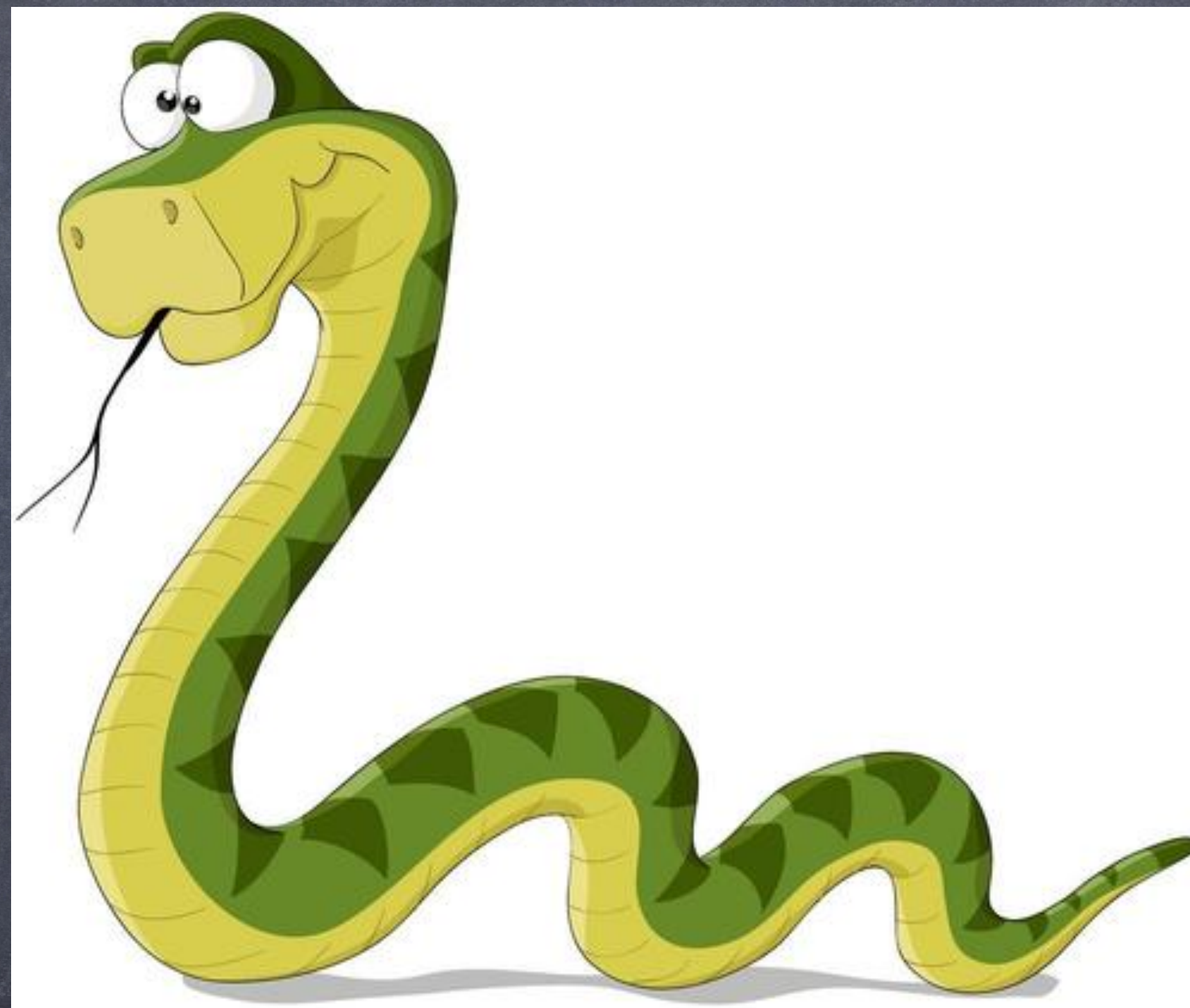# Greedy snake

OVERVIEW

- This software design is based on the Android development platform android studio 3.4.1 and developed a small play program that runs on Android phones. The game is called Greedy Snake. The software includes the game start page, game music settings, game start and game end. Beans are randomly set during the game, and the snake can grow up after eating it until it touches itself and it will game over.
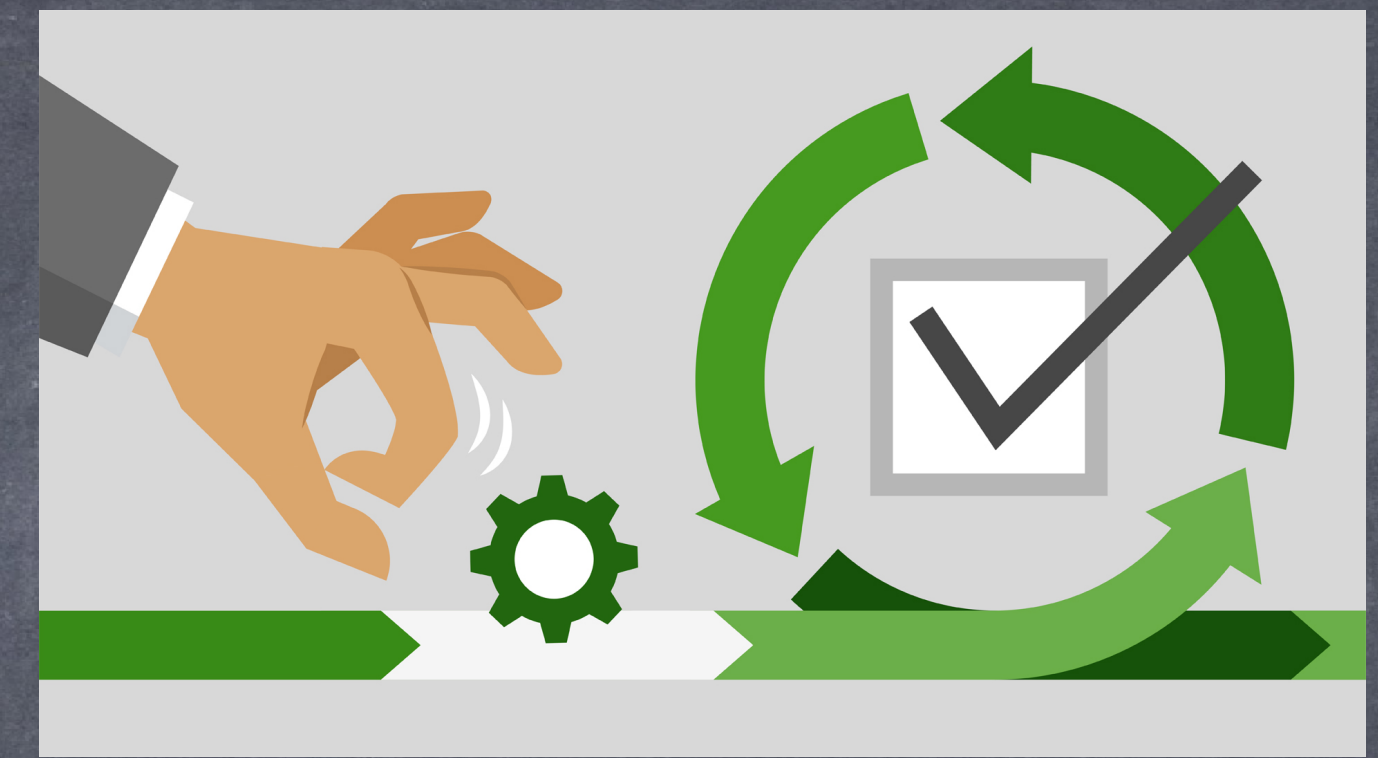
SCOPE

- This is a small puzzle program and it is suitable for people over three years old because it can not only exercise the user's reaction speed but also make the user more patient.

DELIVERABLES

- Features & Architecture: I will design the functional flowchart of the entire program and design the file directory structure of the software. Build the running framework of the entire software.

- Design: The interface design of the software is a key factor that directly attracts users. I will design a uniform tone for the software interface, and the snake interface of the game will be designed as a cartoon portrait. The background of the interface will be adjusted to a comfortable setting for the eyeballs.

- Development: During the development process, based on the characteristics of agile development, according to the time node, the code of the project progress will be submitted on time, and uploaded to the GitHub code warehouse through the git tool, and accept everyone's inspection.

- Quality Assurance: After the program is completed, package it into an installable apk, please try it out to check the quality and effect of the program.

- Maintenance: Finally, I will correct the problems encountered in the game operation based on user feedback, and release a release version.

Approach to meet requirements

FREE!

- This mobile application is free to install and does not require any payment during the game.

- The mobile application is displayed in English and will have the following functions:

- 1.   The normal startup, boot guide page, game introduction.

- 2.   On the main page, set the music, and control the start of the game.

- 3.   Start the game, you can set the music on and off during the process.

- 4.   The game is over, return to the main page.

Technical solution

- Front-end: The front-end page adopts layout and is drawn in xml language.

- Backend: Use the view to draw the screen, and monitor the running state of the game through mechanisms such as callback and listener.

Potential risks

- There may be some hidden bugs in the design process, but I will eliminate them through testing
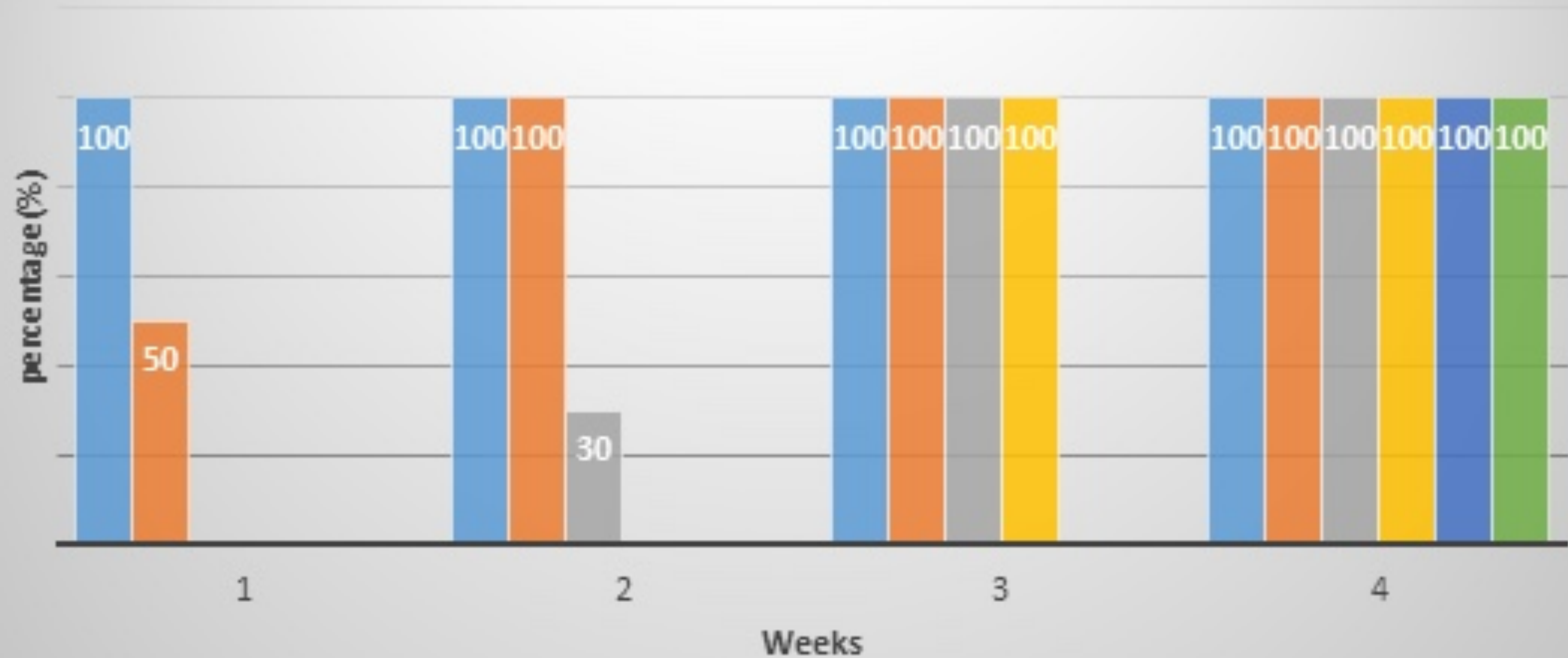
Milestones

- About the milestone of this program. I will complete the structure of the entire program and half of the general design in the first week. In the second week, I will complete the general design and complete 30% of the code. In the third week, I will complete the code and backend. In the fourth week, I will check and deploy my applet.

- The next page is the timeline of my entire project.