Jacob Moody

CSC II – 1

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Final Project

When the user runs the code, it will bring up a small box with a black circle and a blue square on a light grey background with the words Score: 0 and High Score: 0 at the top of the screen with a thin black line under it that blocks it off as an unplayable area. Then the user will use the “w” key to move forward. The “a” key to move left. The “s” key to move backwards. Lastly, they will use “d” key to move to the right. The objective of the game is to gather as many of the blue squares as possible without ever hitting the sides or looping in on and hitting the snake itself. As you eat more of the squares the snake will get bigger for each square, he eats another circle is added on showing the snake growing.

While the game is running the user uses the WASD keys to move

Each piece of food that is eaten

A body is created and added to the head

Each piece of the body moves to the spot of the last body piece

And the closest body piece moves to the spot of the head as the head moves

Each time a food is eaten 10 points is added to the score

And keeps checking to see if it runs into the side of the window

If it runs into the side of the window the game is stopped the score is calculated and seen if its higher than the high score for that session, then the snake resets

Hiding all the body pieces outside of the game window

It also keeps checking to see if the snake looped in on itself

If it has the same thing that happens when it runs into the side happens.

I did have an issue at first with the delay being off and it was overlapping multiple scores for a short time before getting rid of the old one. I fixed this by adjusting the delay to .1 allowing it to wipe the old one faster before putting up the fresh score.

Other issues was how far the snake was going into the side of the screen before being registered that it was out of bounds and ending the game I fixed this by decreasing the range of the screen until it looked more like the snake was just barley exiting before it ended the game.