<http://www.cplusplus.com/forum/windows/136398/>

<https://www.tutorialspoint.com/cplusplus/cpp_class_member_functions.htm>

<https://stackoverflow.com/questions/23625561/how-to-store-the-highscore-in-the-game>

<https://stackoverflow.com/questions/213907/c-stdendl-vs-n>

<https://www.libsdl.org/release/SDL-1.2.15/docs/html/sdlkey.html>

<https://robertheaton.com/2018/12/02/programming-project-5-snake/>

<https://github.com/ahmedfathy17/Snake-Game/blob/master/src/obstacle.cpp>

<https://wiki.libsdl.org/SDL_SetRenderDrawColor>

<https://stackoverflow.com/questions/25360165/prototype-for-does-not-match-any-in-class>

I am looking to improve the program in the future so any suggestions would be appreciated, especially relating to memory management and concurrency. One of them for example is making the game two player.

If you see anything that can be done better let me know.

There are six additions to the program

Addition 1 is the poison pellet that reduces life counter by 1

Addition 2 is the Obstacle walls generated by Ahmed fathy’s obstacle.cpp and obstacle.h

Addition 3 is the life counter

Addition 4 is the high score counter and its presence in the update title window

Addition 5 is the switch statement start screen. Taken from a cplusplus post from blitzcoder

Addition 6 is the addition of a slow down pellet to reduce speed for making it easier to pass more difficult levels.

Here are the sources for my project

http://www.cplusplus.com/forum/windows/136398/

https://www.tutorialspoint.com/cplusplus/cpp\_class\_member\_functions.htm

https://stackoverflow.com/questions/23625561/how-to-store-the-highscore-in-the-game

https://stackoverflow.com/questions/213907/c-stdendl-vs-n

https://www.libsdl.org/release/SDL-1.2.15/docs/html/sdlkey.html

https://robertheaton.com/2018/12/02/programming-project-5-snake/

https://github.com/ahmedfathy17/Snake-Game/blob/master/src/obstacle.cpp

https://wiki.libsdl.org/SDL\_SetRenderDrawColor

<https://stackoverflow.com/questions/25360165/prototype-for-does-not-match-any-in-class>

<https://knowledge.udacity.com/questions/284705>

<https://knowledge.udacity.com/questions/279150>

One thing I want to make sure is absolutely clear is my citations for the code that I used in the program.

All of the obstacle.cpp and obstacle.h code as well as any use of the obstacle object in the program is used from the github of Ahmed Fathy, a moderator in the knowledge forum github: ahmedfathy17

The switch statement used in main.cpp was taken from a cplusplus blog post in the sources and was made by a poster called blitzcoder.