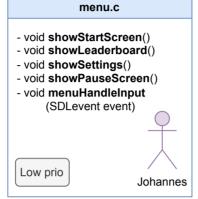
Snake++: File structure + Module assignment

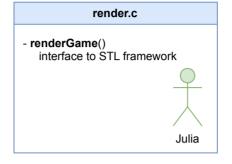
09.11.2023

main.c ze SDL wi

- initialize SDL window
- initialize game
- main loop
- processInputEvents
- runGameCycle
- uninitialize SDL









game.c

- define global gameData struct
- void gameInit()
- init snake
- place food
- define initial gameData struct
- place random walls (difficulty)
- bool checklsCollided()
- void handlePortals()
- void runGameCycle()
- check eaten
- snake grow
- place food
- check checkIsCollided()
- check snakelsAlive()
- handlePortals
- snake move



snake.c

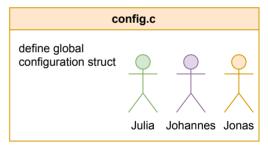
- void snakelnit()
- void snakeGrow()
- void snakeMove()
- void snakeSetDir(ENUM dir)
- void snakeSetHeadPos(x y)
- bool snakelsAlive()



food.c

- void placeFood()
- bool checkEaten()





map.c [OPTIONAL]

- generate map
- random map generation based on difficulty
- load map preset
- load from file?
- store in source file?

Low prio

Git Repository: https://github.com/Jonny999999/snake-pp