

DOCUMENTATION

Project Description:

Snake

We have a rattlesnake in a desert, and our snake is initially two units long (head and rattler). We have to collect with our snake the foods on the level, that appears randomly. Only one food piece is placed randomly at a time on the level (on a field, where there is no snake). The snake starts off from the center of the level in a random direction. The player can control the movement of the snake's head with keyboard buttons. If the snake eats a food piece, then its length grows by one unit.

It makes the game harder that there are rocks in the desert. If the snake collides with a rock, then the game ends. We also lose the game, if the snake goes into itself, or into the boundary of the game level.

In these situations, show a popup message box, where the player can type his name and save it together with the amount of food eaten to the database. Create a menu item, which displays a high score table of the players for the 10 best scores. Also, create a menu item which restarts the game.

User Doc:

To play this game, you need to use keyboard keys: W,A,S,D (Up, Left, Down, Right).. You can make score by eating food.. as many as food you eat, your score increases. If you collides with bricks, or borders or snake itself, then your game is over and snake dies.

UML Diagram:

