Final Project

Design Document

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[Introduction 2](#_Toc192066654)

[Project Functionality 2](#_Toc192066655)

[Design Process 2](#_Toc192066656)

[Project Development 2](#_Toc192066657)

[Pseudocode 2](#_Toc192066658)

[Flowchart 2](#_Toc192066659)

[UML Diagram 2](#_Toc192066660)

[Requirements 2](#_Toc192066661)

## Introduction

### Project Functionality

The snake starts off as one white block and every green block it touches it gets one block longer if you touch the border, you get killed and if you touch the

body with the head, you also die.

### Design Process

I don’t really have any explanation for the choice I made. The hardest and most fun part was making the arow keys work.

## Project Development

### Pseudocode

This is for your pseudocode. Please provide it and explain it.

### Flowchart

This is for your flowchart***.*** Please provide the design you based your algorithm on in the form of a flowchart as discussed in the course.

### UML Diagram

This is for your UML diagram***.*** Please provide your UML diagram (if you need to create one).

### Requirements

10 x 10 tile grid – exceeds, did a 30 x 20

Snake movement – meets

Food gen – meets

Collison detection – meets

Game over – meets

Score – forgot

Restart - meets