A 2d SNAKE GAME MADE IN OPENGL
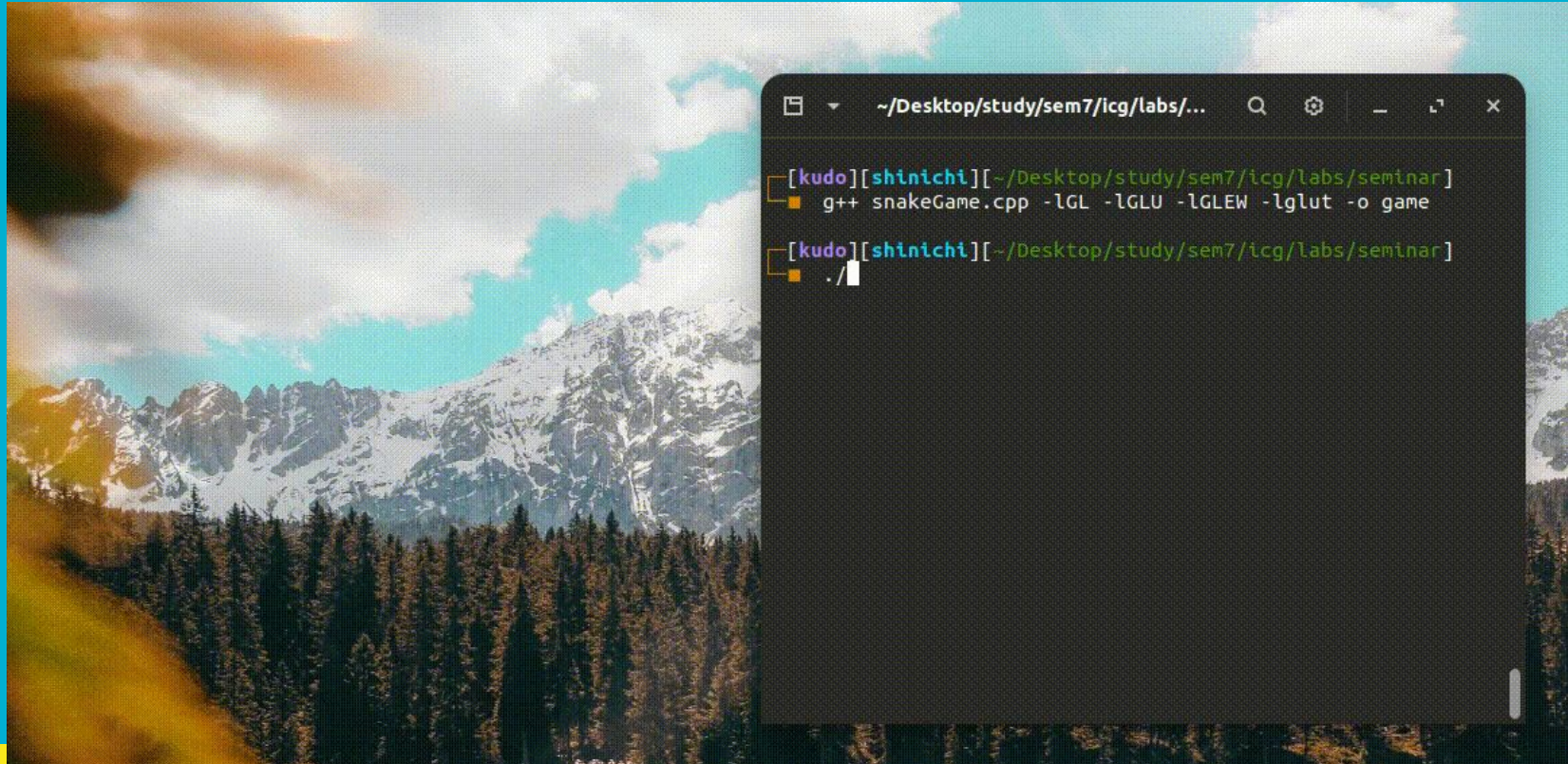
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Interactive Computer Graphics Project

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IIITDM

Preview of Program

Compilation and Execution

➔   g++ snakeGame.cpp -lGL -lGLU -lGLEW -lglut -o game

➔   ./game

Game Controls

➔ WASD keys for movement.
➔ P - To resume/start or pause the game
➔ R - To restart the game
➔ M - To change difficulty
➔ '+' or '-' - To change map size
➔ H - For help
➔ Escape key or Q - To Exit the game
➔ Final Score can be seen at the end of the game

Changeable Parameters

The Following are parameters can be changed to get different game modes.

➔ Luck - Changes the percentage of chance to obtain easter egg. (Int 1 to 100)
➔ Map_size - Changes the size of the map. (Int 10 to 50)
➔ initialLives - The number of times Snake can bite itself
➔ maxDifficulty - The number of different gamespeed/mode is available.

How Snake Moves

Deque of pair of integers is used to store the coordinates of the snake body.

Each coordinate represents one part of snake body.

To Make Animation, the tail of the snake (last entry of deque) is deleted and new head(new entry in deque) is added at the front of deque.

The Code can be found on github .

Thank You