

# Planung

## SnakeBody

- Head  $(x, y, \dots, \dots)$
- Tail (Array)

## Directions

- Key Pressed ( $\leftarrow, \uparrow, \rightarrow, \downarrow$ )
- Speed ( $\text{Zeit} = s + 1$ )

## Fruit

- erscheint random
- Snake eats Fruit
  - ↳ Head = Fruit
  - Tail. push

## Die

- Head  $\Rightarrow$  CanvasH / W
- Head = Tail
- $\Rightarrow$  Die Screen

## Screens

- 0 = Start
- 1 = Play
- 2 = Die + Restart
- 3 = Win + Restart

• Wie bewegt sich die Schlange?

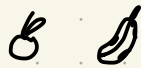
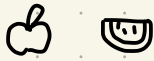
Zeit  $\rightarrow$  millis() - 0

• Level: Speed anpassen

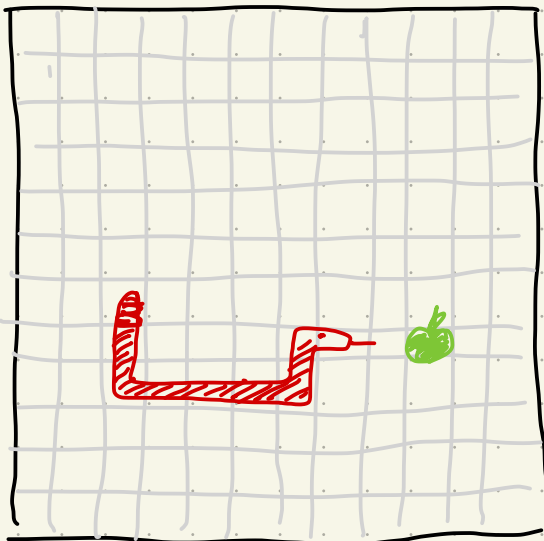
Level 10 / 20 / 30 / 40 / 50

$\rightarrow$  win Screen

• Design Fruit



Snake



Score: 1

Level: 1

Snake? was anders  
egal was