For this project I made my own version of the retro snake game which involves a snake (a square) which moves around at a steady pace, then when it ‘eats’ (gets close to the red square) food it adds another square which in turn makes the snake longer. The objective of the game is to eat as much food as possible to increase your score before you die by hitting the borders.

I made the game using ‘Processing 3.5.4’ and I used my knowledge of java to make it although it is not the most compact or efficient way to code it as it has got 121 lines of code, it meant I did not need to use other people’s code which I did not fully understand in order for this game to work. I did not get code off the internet directly which is why I have not included any references, all that was searched was examples of games so that I could read through it, get an idea of how the game would work and then implemented it in my own way. Also, I sometimes searched for how to use certain functions such as what the ‘keyCode’ command which I did not know. An issue I ran into was how to detect when the snake ran out of the window tab. I originally used the constraints to keep it from going off the screen, as I thought that then I would be able to detect when the constraint was applied. After researching what the constraint command did, I realised that it just meant that the snake would not be able to leave the screen, this was an issue as I would not be able to detect it leaving the screen, to resolve this is removed the constraint command and added an ‘if’ statement which would detect is the snake’s position was greater/less than or equal to the height/width of the window.

I chose to make this for my project due this being my first project programming in java, and I wanted to give myself something that was not reaching too high for my capabilities at that moment. I believe that now that I have made this, I could do a move advanced game, but the task was to make a retro game or similar to which in my understanding I feel that I have met the standards for these criteria.

I used various materials from the course material which I learnt from lectures and seminars such as how to use ‘if’ statements, the ‘keyPressed’ command, Arrays and PVectors. Before this task I did not know about how to use Arrays very well so I went back to lecture recording to refresh my memory and did some research about how they worked, which lead me to be able to add more squares to the snake so that it would become larger. All in all, I feel that I have used a fair range of what I have been taught and believe that I now have a greater understanding of how to program in java.