

Cycle

- second player using other keys
- handles collisions
- no food
- better display

• how tail grows?

Class Names:

CAST - Actor, Cast, Color, Point, ~~Score~~, player, ~~food~~

SCRIPTING - Action, Control Player One Action, Control Player Two Action, Draw Actors Action

Handle Collisions Action, Move Actors Action, Script,

SERVICES - Keyboard Service, Video Service

DIRECTING - Director

update program.cs w/ player1 & player2 / remove other unnecessary actors

↳ power ups for food

↳ continuous play

↳ graphics

↳