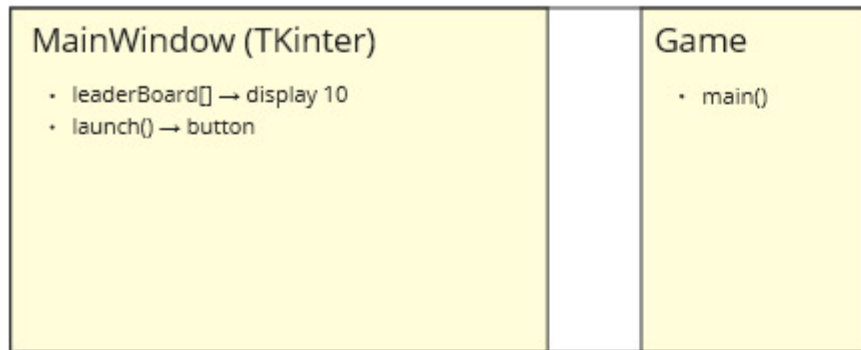
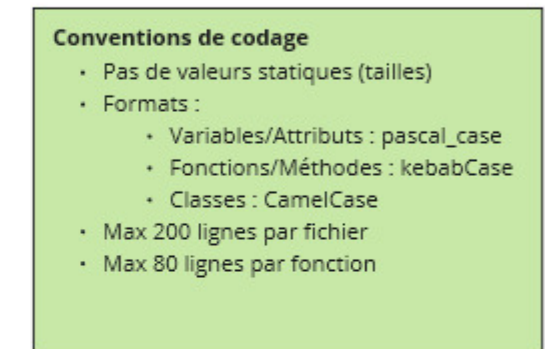
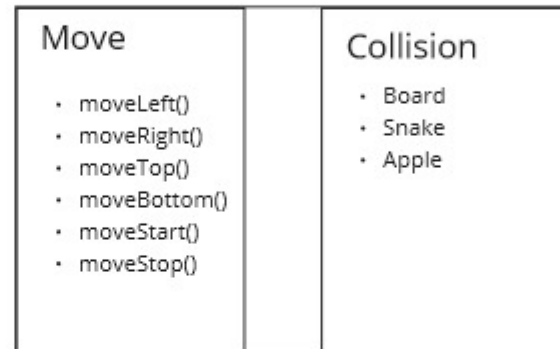
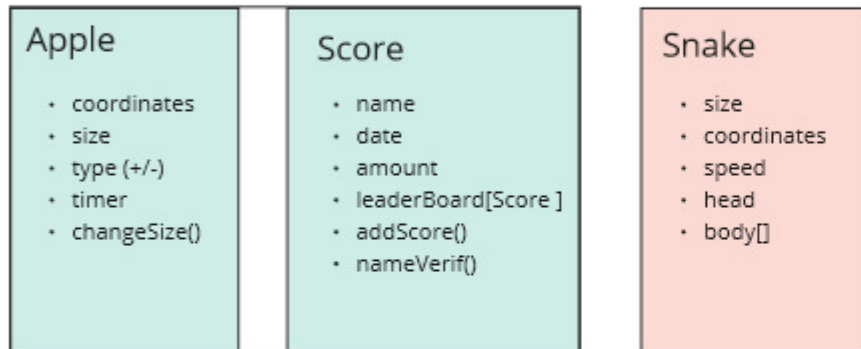
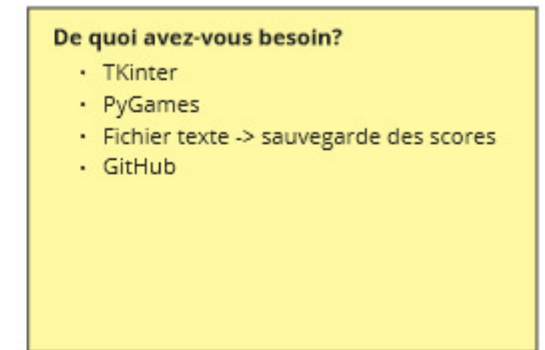
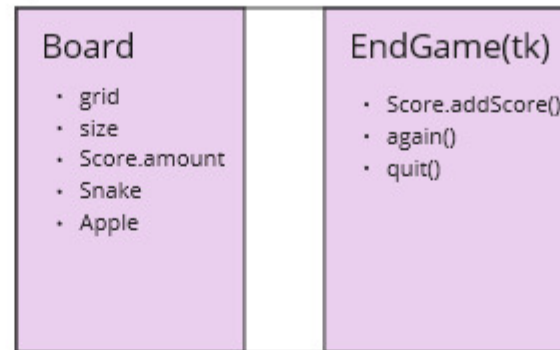


jolan



quentin



thomas

lucas

mathias

changeSize():

change la taille du snake:
body +1
body -1

addScore():

verifie si top 10:
si oui:
demande pseudo
remplace un score
save dans fichier

sinon fait rien

nameVerif():

4 char max (?)
upper case
alphanum() only

leaderBoard[];

liste des 10 meilleurs
score

moveStart():

lance le snake au
debut du jeu

moveStop():

fige le snake

move****():

deplace le snake

again():

relance le jeu

quit():

close pygame window