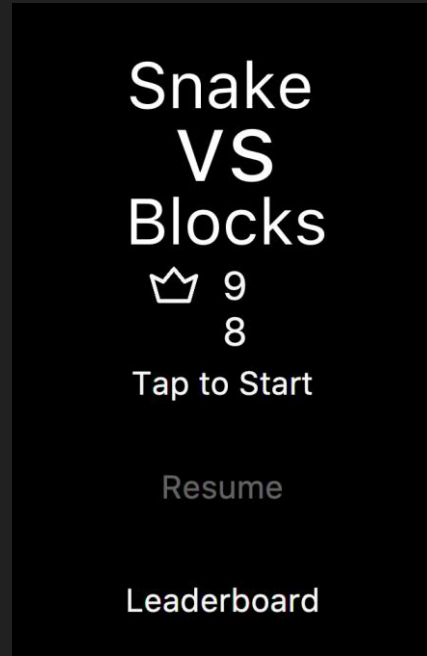


Snake v/s Blocks

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2017303



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Design Patterns Used

- 1) Singleton Pattern - The existence of snake object ensures the implementation of singleton pattern since the snake object is only created once.
- 2) Adaptor Pattern - Instead of directly checking the type of token we have implemented a token interface which will further figure out the type of token.
- 3) Factory Pattern – Allows for creation of tokens, blocks and the snake body.

CONTRIBUTION OF EACH MEMBER

Nishtha - UML diagram, use case, static gui + game screens, full game functionality implementation.

Piyush - UML diagram, game screens design(frontscreen and playscreen), snake movement, PPT

Bonus Features

- 1) Coins - We have implemented an extra token coin which when collected increase the coin score.
- 2) Color coded Blocks- The blocks are color coded according to their weights.