
Snake Game

Skills: Java, Functional Programming, Game Development

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Summary

This Snake game was created in Java with the help of the imports JFrame and JPanel, these imports provided me the resources to render the game onto the screen. After Importing the process to make the game involved keeping an array of the grid points the snake is, as well as the location of the apple. With these two locations a simple conditional statement is all that is needed to change direction and eat apples.

The greatest difficulties I encountered producing the game was bug fixing, at first the game would take too long to respond to any actions performed on the keyboard which caused a poor experience playing. However, this was solved by statically checking all lines of code and fixing variables to more appropriate values.

The most enjoyable moments of the creation of this game would be the code that allowed the snake to eat an apple, seeing the result of such an action was extremely satisfying.

Gameplay

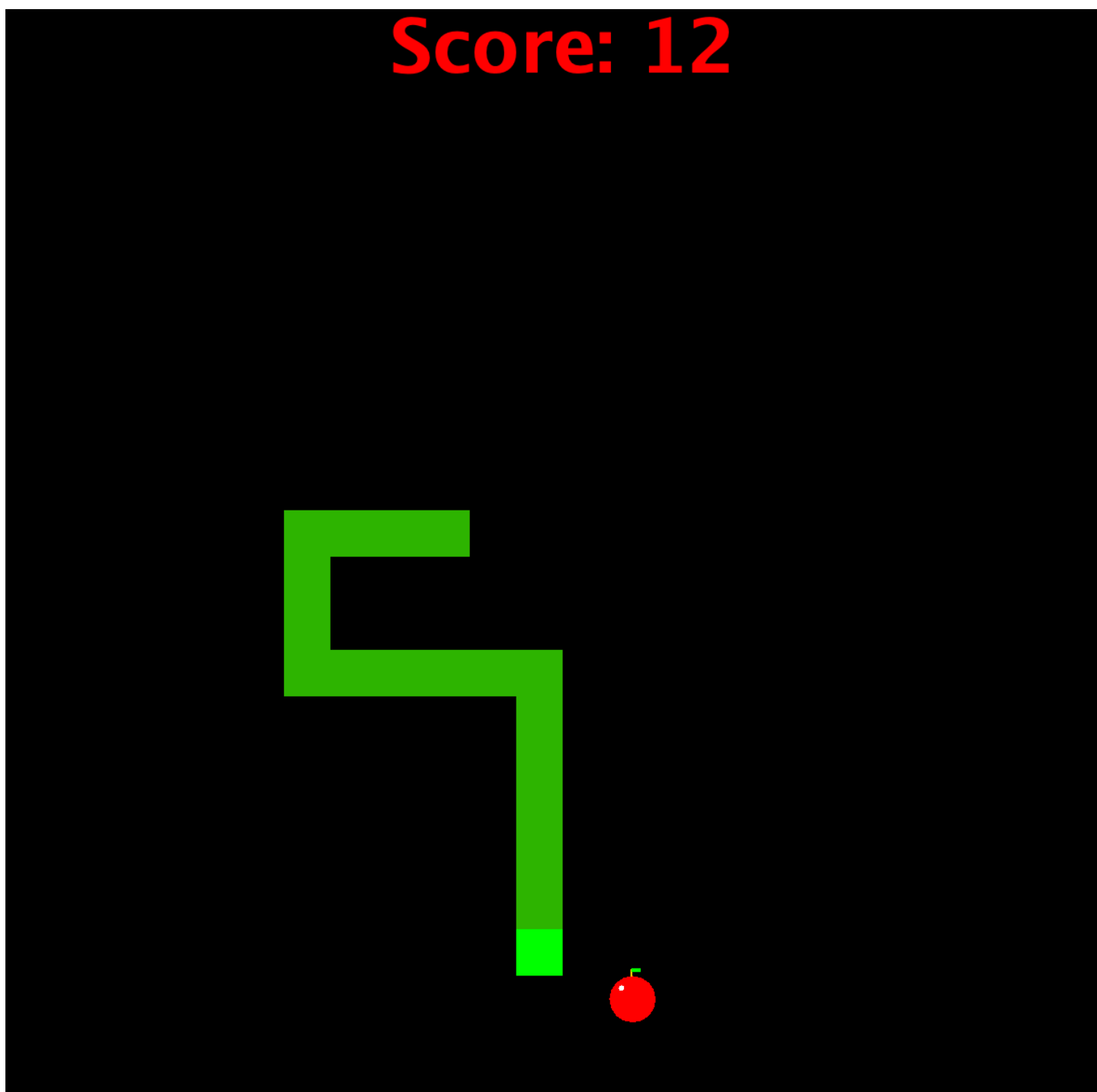


Figure 1- Gameplay

Score: 4

You Lose

Figure 2 - Game Over Screen