Coding requirements supporting the game features

1. The positions of the required letters for each word are randomly distributed in the map by calling the random function rand() to generate several 2-D points
2. Arrays are adopted in the program so as to store some basic information, such as the wordlist in each level and the ‘body’ of the snake. Classes and structs are also required to store the data of the player (eg: position, speed, level) and the functions that are used to make movements and judging success or failure.
3. Dynamic memory is of vital importance in the implementation of this game, because the body of the snake depends on the input (movement) from the player, meaning it can only be determined in runtime.
4. Using File Input to stream in the wordlist/dictionary for different levels, and write the instant status of the game into a txt file by File Output so as to load and save game status instantly.
5. Write the function declaration in different header files, and write the function definitions in different files, compile them separately and finally link them together while executing the main program. This makes the code tidy and much easier to read