LoveSnake Documentation

Description

LoveSnake is a snake clone built with Löve2D in Lua. The game is not an exact clone of the original snake as a goal is introduced to make the game more interesting. The goal of the game is to score 50 points in the least amount of moves (i.e. changes in direction).

The game is developed for Löve2D version 0.8.0.

Repository

The project is contained at GitHub:

https://github.com/PhroZenOne/LoveSnake

Structure

The entry point of a Löve2D application is the main.lua file. The main file implements the standard Löve2d callbacks: mousepressed, keypressed, update, draw and load.

The main file is a simple state machine in which the state points out either a game table or a menu table and redirects the callbacks from the Löve2d game engine to the currently selected table (with exception of the load-callback that only runs one time in the main.lua file).

Both the Game class and the Menu class implements a partial set of the Löve2d standard callbacks: mousepressed, keypressed, update and draw.
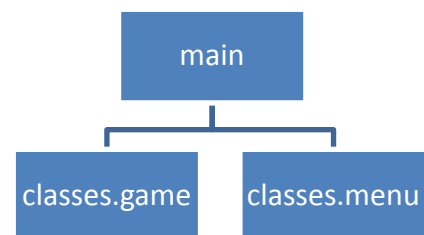
Data

The data is separated into three different global tables: settings, map and data.

- The settings table is declared in the main.lua file. It defines the speed of the game, map size etc.
- The map is based on nested arrays, map[y][x], that points to an item (items are listed in the items.lua file). All items has a draw function and a collide function that is called by the worm upon entering the position on the map.
- The data table saves and reads the high score and is also used for holding the calculated size of the tiles and its position in the window.