DONE TODAY: Changed EndOfGame to check for out of food as opposed to just empty FOOD LIST. Moved OutOfFood to the first check. Changed struct to have a Structure of DATA: Currently containing “Score” and “Poisoned?”, also updated code to address score appropriately. Changed Tick so score goes down by 5 instead of 1 when snake is poisoned.

Next on list to do: Create poison food and change code so that the snake is poisoned if he eats it. Add a timer variable for how long the snake’s head has been in water. If the time gets to (some amount) then snake drowns.

**Robert thinks:** (based on what he has done)

-We need to fix food placing on top of each other.

-Make the new food bits disappear when eaten

-Give the new foods effects that they have on the game

DONE! Antidote- heals poison

Large food - gives more score

Get big food- ????

SIMPLE FIXES:

-stop food from spawning on top of other foods

- pause button?