

## DOCUMENTATION

### Description of project:

#### Snake

We have a rattlesnake in a desert, and our snake is initially two units long (head and rattler). We have to collect with our snake the foods on the level, that appears randomly. Only one food piece is placed randomly at a time on the level (on a field, where there is no snake). The snake starts off from the center of the level in a random direction. The player can control the movement of the snake's head with keyboard buttons. If the snake eats a food piece, then its length grow by one unit.

It makes the game harder that there are rocks in the desert. If the snake collides with a rock, then the game ends. We also lose the game, if the snake goes into itself.

There are 10 levels in the game. We will proceed to the next level if the snake eats 10 food pieces in the current level. If we finish the 10<sup>th</sup> level, then the level remains as 10<sup>th</sup> level until the end of the game.

In these situations show a popup message box, where the player can type his name and save it together with the amount of food eaten to the database. Create a menu item, which displays a high score table of the players for the 10 best scores. Also, create a menu item which restarts the game.

### To user:

You have a rattlesnake in a desert, and snake is initially two units long (head and rattler). You have to collect with snake the foods on the level. You can control the movement of the snake's head with keyboard buttons:

- Up
- Down
- Left
- Right

If the snake eats a food piece, then its length grow by one unit.

In this game there are 10 levels, if you finish 10<sup>th</sup> level then the level number remains as 10. You will proceed to the next level if you collect 10 points in the current level. Orange rocks are in the desert in each level. If the snake collides with a rock, then the game ends. You also lose the game, if the snake goes into itself.

When the game is over, popup message will be shown, where you can type your name. Then your name with your score will be saved in the database.

On the bottom of the screen there is label, which shows

- “Score”: number of eaten food
- ”Level”: level of the game
- ”Time”: the elapsed time since the start of the game level

On the top of the screen there is menu “Menu “. It contains two menu items:

- ”10 Best Scores “ : displays a high score table of the players for the 10 best scores
- ”Restart” : restarts the game.

## UML Diagram:

