Snake's subjects:

```
            ┌─ 1 : there is a target( . ) in the map              ┌─ 1 : speed increases 20 units
  targetsw ─┤                                        speedsw ─┤
            └─ 0 : there is no '.' in the map                      └─ 0 : it is ok to increase the speed(one of conditions)

           ┌ 0 : insert a @ in the map                            ┌─ 1 : there is a prize ( @ ) in the map
           │ 1 : @ is active
  prisesw ─┤ 2 : @ is deleted from map              awardsw ─┤
           │ 3 : the condition of score is true
           └ 1 : it is time to insert ' | 'in the right coordinates
                                                                   └─ 0 : there is no '@' in the map
  timersw ─┤

            └─ 0 : it is time to delete ' | 'from map
```
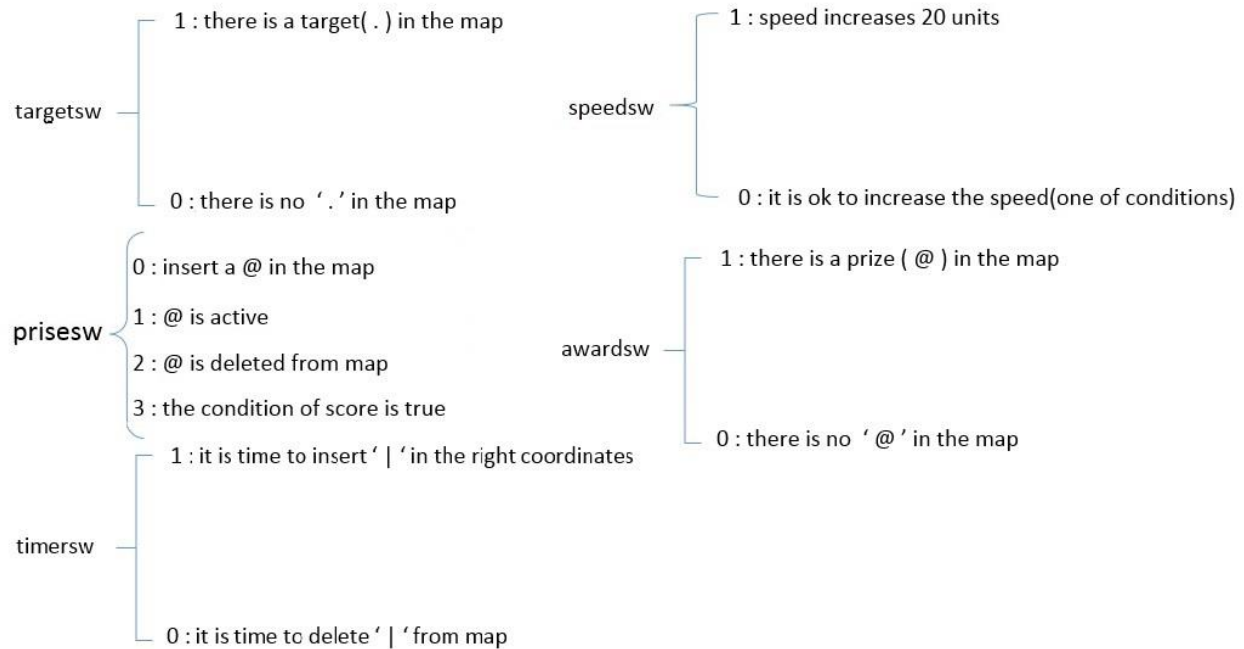
highs : it opens the players' scores from file.

lose : it prints a new map contains the phrase " Game over".

gamesave : it print a new map contains the phrase " Game saved".

gamesaveDelet : it deletes the map printed by 'gamesave'.

helps : it prints a map which introduce the keys used in the game.

aboutme : it introduce the designer to the player

save : it save the cells of snake, the time and the score of game.

menus : it prints the map of main menu.

highscore : it saves the player name and his score in a file.

maps : it prints the main map of game.

bdhit : it checks the x and y given if it is on the body of snake or not.

print : it inserts a '*'(star) for the head and a ' '(space) for the tail of snake.

move : it shifts the coordinates of snake's body a cell to the back.

speedswitch : it makes speedsw ok if the condition was true.

speedup : it increase the speed for 20 times.

(right/left/up/down)award : these move the award to the course.

eataward : it checks if the coordinates of head is equal with the coordinates of award or not.

conditionOfscore : it makes the prisesw ok for inserting the award.

Snake's subjects:

conditionOftime : it makes prisesw off if the condition is true.

randomCourse : it moves award with the random course given by 'insertaward'.

insertaward : it inserts the award if the condition is true and makes a random course.

mainaward : it make prisesw ok for inserting the award in the map.

left/right/down/up : these move the snake to the course.

add : it adds one cell to the snake(increases the length of snake 1 time).

target : it insert the ' . '(dot) in the map and checks if the coordinates of head is equal with the coordinates of target or not.

worm : it directs the snake with the courses given by player and checks <quit>,<save> and <pause> functions.