“Snake” Game Documentation

Introduction

This document provides a brief overview of a simple console-based Snake game implemented in C++. The game features a snake that moves around the game board, consumes food to grow, and must avoid collisions with walls and itself.

Prerequisites

- Windows OS

- A C++ compiler (e.g., g++, Visual C++)

- Basic knowledge of C++ programming

Usage

1. Compile the source code.

2. Run the executable.

3. Control the snake's direction using 'W', 'A', 'S', and 'D' keys.

4. Eat the food ('\*') to increase the snake's length.

5. Avoid hitting walls or the snake's own body.

6. The game ends when the snake cannot move further.

Code Overview

- Libraries: The code uses standard C++ libraries for I/O, Windows API functions for console manipulation, and time functions for game timing.

- Global Variables: Constants and variables define the game board, snake, and food properties, as well as game state control.

- Functions: A single function, `gotoxy`, is responsible for positioning the console cursor for rendering the game board.

- Main Loop: The `main` function controls the game loop. It initializes game state, handles user input, updates the snake's position, and manages collisions and game rendering.

Conclusion:

This documentation provides a concise explanation of the “Snake” game code. It serves as an introductory resource for understanding the structure and functionality of the game.