

UCP Final Assignment – Snake Game Report

Correct command line arguments verification with proper response. This includes detecting the success/failure of opening the text file.	Pass
Proper memory allocation for the 2D map array.	Pass
Able to clear the screen and re-print the map on every action.	Pass
Able to move the Player with the keyboard input from the user without pressing 'Enter' key. (and cannot go through Wall)	Pass
The Snake moves randomly 1 out of 8 directions after every Player movement correctly. (and not hitting Border and Walls)	Not quite
When the Player moves too close to the Snake, the Snake immediately eats the player.	Pass
Winning when the Player reaches the Treasure AND Losing when the Snake eats the Player.	Pass
File IO is done successfully to retrieve all game information from the map text file. Able to UNDO the game utilizing linked-list.	Pass
DARK mode is implemented correctly in makefile and the game. (Including lantern usage to increase visibility range)	Pass

Additional notes

- The snake does move randomly using the given random number generator and it **does not** go through walls or the border however, the snake does not check whether the position it's going to move to is a wall or an empty space causing the snake in some occurrences to not move **when its next to a wall**.
- map2.txt is a map made by me. It has a height of 30 and a width of 40. The lantern is placed at the bottom left corner.
- The normal map can be compiled by simply entering "make" in the terminal. The DARK mode map can be compiled by entering "make DARK=1". You can run the game in the default map by entering "./treasure map.txt" in the terminal. And for the other map enter "./treasure map2.txt".