Yılan game

| Date started | Date completed |
| --- | --- |
| 01.05.2020 | 01.06.2020 |

Analysis

Try and create 3 or more key success criteria for your program.

**Success Criteria:**

1. The program should work interactive.
2. The program should work without any crashes.
3. The program will have a simple GUI

Yılan Game

* *Psuedo code in txt.*

Test design

**My tests:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test | What am I testing? | What data will I use? | Normal/Boundary/Erroneous? | Expected Result |
| 1 | Greater | yilan | **Boundary** | Yılan is great |
| 2 | Correct location | yiyecek | Normal | Yiyecek born correct location |
| 3 | Length | yeniparca | Boundary | Yeni parca is using for greater |
| 4 | Correct Sizes | oyunAlanı | Boundary | oyunAlanı created no fail |
| 5 |  |  |  |  |

Development

**My program code:**

[**https://github.com/TolgaGuldu/Py-Snake-Game**](https://github.com/TolgaGuldu/Py-Snake-Game)

Testing

* *Show you have completed the tests you thought of*
* *Identify if you needed to make changes to your program*
* *Include the screenshots of the tests*

**My tests:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test | What am I testing? | Expected result | Pass/Fail | Do I need to change my program? If so, how? |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |

**My test screenshots:**

Yılan Game

**How successful was my program?**

The program is successful, it gets the commands with input, executes as it expected. The snake’s size increases in every collision with the food, the game stops every collision with the borders. Color of the food and snake changes in every new start of program. Snake game program keeps the instants score and high score. High score renews in every new high score. The program doesn’t need to hard tests because there is nothing but user inputs execution. The executed functions are working as it is expected, processed user input correctly and makes the changes of snake’s direction, food’s position, collision detecting etc. The program passed every test as a result of these situations. The GUI is so simple, so everyone can play the game easily. There is no spaghetti in the code, thus, the code is easy to understand and change.

**What new skills have I developed?**

We developed the skill of object oriented programming with Python. Learned the logic of Turtle framework, functions and commands in it. Learned how to work with sets, generate objects and use them.