Our program implements the classic game of snake with a twist. We have two snakes controlled by two players. Both players have to fight over the single fruit that is on the board at any time to grow and defeat their opponent.

In our program, we used many different aspects that we learned from the class. We used structs for our locations of both the snake parts as well as the fruit. We also used a lot of loops as well as conditional jumps. We made use of a ton of functions from the Irvine library.

Conditional jumps and the different types of them were confusing me before the final but I understand them much better now.

We did a lot of research on how to log multiple keystrokes at the same time to deal with an issue where only the last player who pressed a key would actually register and change the direction of the snake. We also used some code that disabled the cursor in our console.

The thing that surprised me the most about this project was how long it got how quickly. We ended up with over 700 lines of code which got hard to locate certain parts of our code.

In version 2 I think it would be interesting to try it as a windows application rather than use the console.