Semester Project Documentation

Project Name:

Snake Game

Main Features

1. *Object-oriented approach: The code utilizes classes and objects to organize data and functionality.*

2. *File handling: It includes file handling using the <fstream> library to read and write high scores.*

3. *Dynamic memory allocation: Dynamic arrays are allocated using new to store snake body coordinates.*

4. *User input and control: Functions like input () and control() handle user input and control snake movements.*

5. *Game mechanics: Various functions handle game mechanics such as checking for collisions, updating snake position, and controlling game over conditions.*

6. *Console manipulation: Functions like console_set_handler() and system("cls") are used to manipulate the console for displaying game output.*

7. *Randomization: The srand() function along with rand() is used for generating random fruit positions.*
8. *Visual feedback: The code provides visual feedback through colored console output to highlight important game elements like fruit and snake body.*

9. *Level selection: Users can select the game difficulty level, affecting the speed of the game loop.*

10. *High score tracking: The game tracks and updates high scores, which are stored in a file for persistent storage.*

Types of Users

1. *Players: Individuals who play the game.*

2. *Developers: Those who analyze or modify the code for educational or recreational purposes.*

3. *Administrators: Responsible for managing game settings or configurations.*

4. *Reviewers: Users who provide feedback or reviews about the game.*

5. *High score viewers: Individuals interested in viewing or comparing high scores.*

6. *Beginners: People who are new to programming and use the code as a learning resource.*

7. *Enthusiasts: Those who enjoy exploring and experimenting with different aspects of the game.*

8. *Educators: Teachers or instructors who may use the code as a teaching tool for programming concepts.*
9. *Researchers: Individuals studying game development or programming methodologies.*

10. *Casual users: Those who simply enjoy playing the game without much involvement in its development or customization.*

Requirements Breakdown

1. *Object-oriented approach:*

1.1 Define a class named data to encapsulate game data and functionality.
1.2Implement member variables to store game state such as snake position, fruit position, and game settings.
1.3 Create member functions to access and modify game data.
1.4 Ensure data encapsulation by making member variables private and providing public getter and setter functions.

2. *File handling:*

2.1 Include the <fstream> library for file handling functionalities.
2.2 Define functions to read and write high scores from/to a file.
2.3 Handle file I/O errors gracefully, such as when the high score file is not found or cannot be accessed.

3. *Dynamic memory allocation:*

3.1 Allocate dynamic arrays using the new keyword to store snake body coordinates.
3.2 Release dynamically allocated memory using the delete [] operator to prevent memory leaks.

4. *User input and control:*

4.1 Utilize functions from the <conio.h> library to handle keyboard input.
4.2 Capture user input for controlling snake movement and pausing the game.

4.3 Ensure input validation to prevent invalid or unintended inputs from affecting the game.

5. Game mechanics:

5.1 Implement functions to control game flow, such as initializing game state, updating snake position, and checking for collisions.
5.2 Handle scenarios like snake eating fruit, snake colliding with itself, and reaching game over conditions.
5.3 Control game speed based on the selected difficulty level.

6. Console manipulation:

6.1 Utilize functions like system("cls") to clear the console screen for updating game output.
6.2 Modify console cursor visibility and position for a better user experience.
6.3 Use ANSI escape codes for colorizing console output to differentiate game elements.

7. Randomization:

7.1 Use the srand() function along with rand() to generate random fruit positions within the game boundaries.
7.2 Ensure that generated fruit positions do not overlap with the snake's body.

8. Visual feedback:

8.1 Implement colored console output to visually represent game elements such as snake body, fruit, and game over messages.
8.2 Choose distinct colors for different game elements to enhance visibility and clarity.

9. Level selection:

9.1 Provide users with options to select the game difficulty level, such as very easy, easy, medium, or difficult.
9.2 Adjust game speed based on the selected difficulty level to increase or decrease the challenge.

10. High score tracking:

10.1 Create a text file to store and update high scores achieved by players.
10.2 Read and display high scores to users who want to view the top scores.
10.3 *Update high scores whenever a new record is achieved and save them to the high score file.*

Features to Codding Matrix

Sr no.	Feature Name	Concept Used	Functions Created	Variables / Obj Created	Line of Code Written
1	Object oriented approach	Classes, inheritance	data(), srand_fun(), control(), snake_movement(), input(), set_level(), game_over(), rigid_boundry_fun(), check_high_scores()	Data object, snake movements	Approximately 150 lines
2	File handling	File I/O, error handling	check_high_scores()	Ifstream, ofstream	30 lines
3	Dynamic memory allocation	Dynamic array, memory managment	Data, constructor	int body_x, body_y	20 lines
4	User input and control	Keyboard input	input()	char move, move1	40 lines
5	Game mechanics	Game login, stste managment	control(), snake_movement()	int size	100 lines
6	Console manupulation	Console output, cursor control	Control_set_handler()	handle cord	20 lines

7	randomization	Random number generation	srand_fun(), srand_check()	int x	20 lines
8	Visual feed back	Console coloring, output formatting	control()	bool body	30 lines
9	Level selection	User input, difficulty setting	Set_level	int level	40 lines
10	High score tracking	File I/O, data managment	check_high_scores	int high_scores[5]	Approximately 50 lines

GITHUB REPOSITORY:

This is link to our GitHub repository of snake game.

FIGMA LINK:

This is link to figma