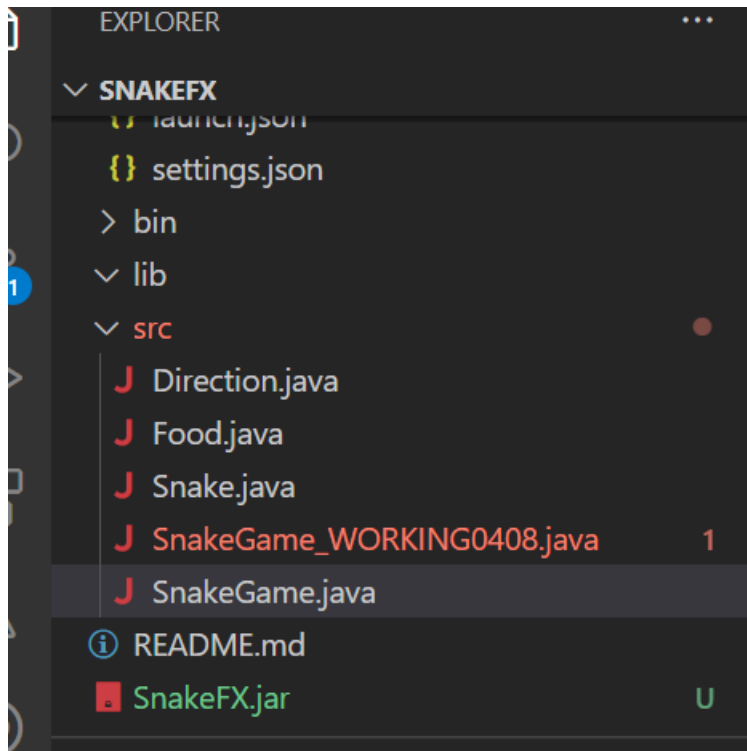# Snake Game Implementation Manual

SnakeGame.java (extends Application):

SnakeGame.java is where the game pane is created and launched. The SnakeGame inherits this from the Application class.

Here, the title is set up to say Snake Game!

We also set up the event listeners for the snake direction.

Snake.java:

Snake.java is where the code for the snake is. This file programs how tall the snake should be and sets the height and width of the snake.We also set the snake colors

which is green and put it in the shape of a rectangle. We also set the parameters
so that if the snake moves in the wrong direction then it would be a game over.

Food.java:

In this file, we simply just implemented the food that would take up one square.

Direction.java:

This simply contains the enum class that allows the user/player to move their
snake using their keyboard direction keys with the directions UP, DOWN, RIGHT
and LEFT.

THIS IS OUR FINAL UML DIAGRAM: