ALGORITHM

1. START
2. Initialize the following as :
   1. length = 50 (i.e. initial length of the snake)
   2. snakeColor = RED, borderColor = YELLOW
   3. Three yellow rectangular walls separated by 5 pixels each drawn using

rectangle(100,100,540,380);

rectangle(100,100,540,380);

rectangle(100,100,540,380);

rectangle(100,100,540,380);

* 1. speed = 12 (i.e. initial ,oving speed of snake)
  2. score = 0, print “LEVEL 1”
  3. N = 7999 (i.e size of the snake)
  4. stIndex=0, dlIndex=0
  5. xPos = 320, yPos=20

1. Call function putAnObject()
   1. create an object as

objX = random(41) + 12;

objY = random(41) +12;

temp = getpixel(objX\*10, objY\*10);

if(temp ! = snakeColor)

circle(objX\*10, objY\*10, 4);

1. Call function getAkey()
   1. Input a key from keyboard in an infinite ‘for loop’ as

char key = getch();

* 1. if (key == ‘M’)

xPos = moveXRight();

go to Step 5.1

* 1. if (key == ‘K’)

xPos = moveXLeft();

go to Step 5.2

* 1. if (key == ‘H’)

yPos = moveYUp();

go to Step 5.3

* 1. if (key == ‘P’)

yPos = moveYDown();

go to Step 5.4

* 1. if (key == ‘q’ || key == ‘Q’)

exit(1);

go to Step 9

1. Move the snake as given input from keyboar (i.e RIGHT, LEFT, UP, DOWN)
   1. To move RIGHT, do the following 800 times
      1. Call the function store() which stores the position of the snake
      2. cilrcle (xPos++, yPos, 4);
      3. delay(speed);
      4. call the function erase() which erases the end trails of the snake as it moves
      5. call test(1);

go to Step 6.1

* + 1. if (xPos % 10 == 0)

if(khbit())

break;

return xPos;

go to Step 4

* 1. To move LEFT, do the following 800 times
     1. Call the function store() which stores the position of the snake
     2. cilrcle (xPos--, yPos, 4);
     3. delay(speed);
     4. call the function erase() which erases the end trails of the snake as it moves
     5. call test(2);

go to Step 6.2

* + 1. if (xPos % 10 == 0)

if(khbit())

break;

return xPos;

go to Step 4

* 1. To move UP, do the following 800 times
     1. Call the function store() which stores the position of the snake
     2. cilrcle (xPos, yPos--, 4);
     3. delay(speed);
     4. call the function erase() which erases the end trails of the snake as it moves
     5. call test(3);

go to Step 6.3

* + 1. if (xPos % 10 == 0)

if(khbit())

break;

return yPos;

go to Step 4;

* 1. To move DOWN, do the following 800 times
     1. Call the function store() which stores the position of the snake
     2. cilrcle (xPos, yPos++, 4);
     3. delay(speed);
     4. call the function erase() which erases the end trails of the snake as it moves
     5. call test(4);

go to Step 6.4

* + 1. if (xPos % 10 == 0)

if(khbit())

break;

return yPos;

go to Step 4

1. test (int x)
   1. When moving RIGHT

tst = getpixel (xPos+4, yPos);

if (xPos == objX\*10 && yPos == objY\*10)

a = score(); which keeps the current score of the game

call level(a);

go to Step 7

if(tst == borderColor || tst == snakeColor)

call gameOver();

go to Step 8

* 1. When moving LEFT

tst = getpixel (xPos-4, yPos);

if (xPos == objX\*10 && yPos == objY\*10)

a = score(); which keeps the current score of the game

call level(a);

go to Step 7

if(tst == borderColor || tst == snakeColor)

call gameOver();

go to Step 8

* 1. When moving UP

tst = getpixel (xPos, yPos-4);

if (xPos == objX\*10 && yPos == objY\*10)

a = score(); which keeps the current score of the game

call level(a);

go to Step 7

if(tst == borderColor || tst == snakeColor)

call gameOver();

go to Step 8

* 1. When moving DOWN

tst = getpixel (xPos, yPos+4);

if (xPos == objX\*10 && yPos == objY\*10)

a = score(); which keeps the current score of the game

call level(a);

go to Step 7

if(tst == borderColor || tst == snakeColor)

call gameOver();

go to Step 8

1. level( int x)
   1. if( x == 100)

print “LEVEL 2”

speed=speed-3 increases the speed by decreasing the delay time

* 1. if( x == 200)

print “LEVEL 3”

speed=speed-3 further increasing the speed of the snake

* 1. if( x == 300)

print “YOU WIN”

exit(1)

go to Step 9

1. gameOver()
   1. print “GAME OVER”
   2. call restart() to start the game again

go to Step 2

1. STOP