



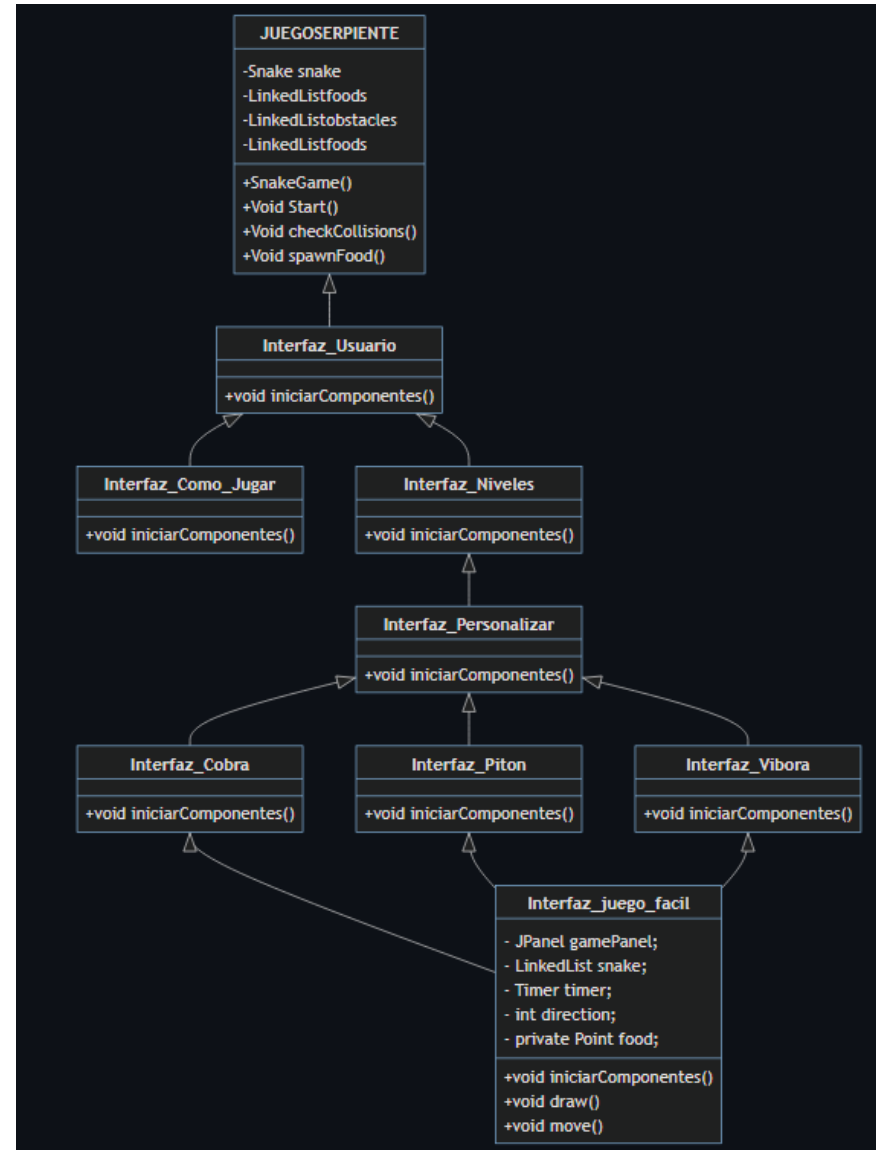
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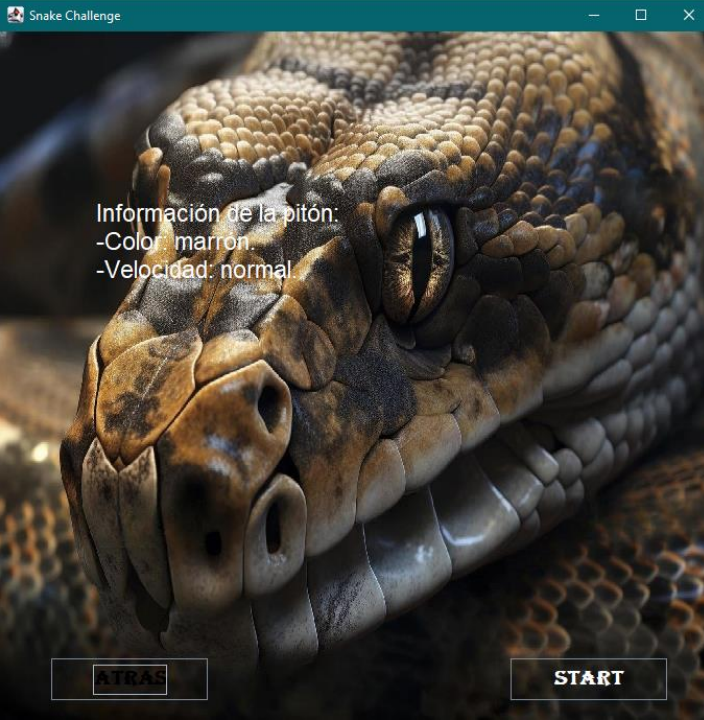
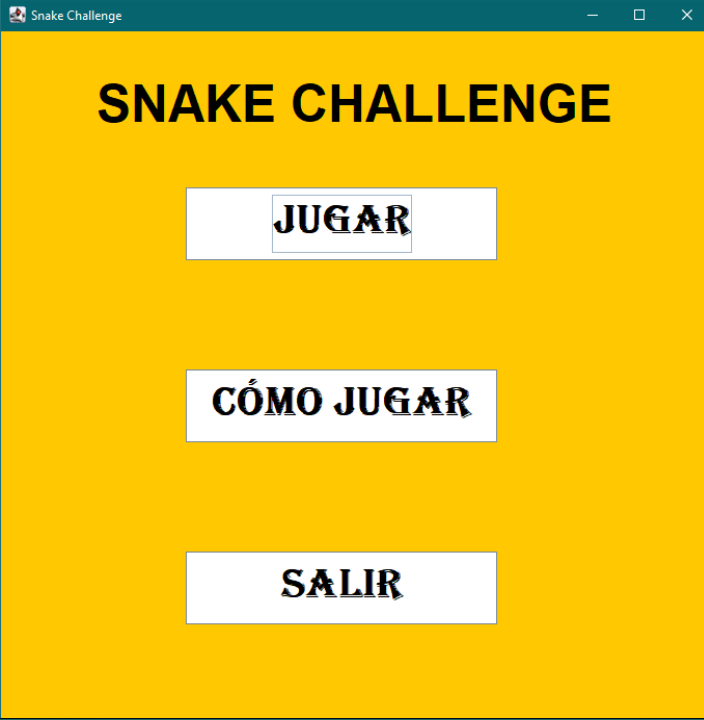
Diego Hernández García-Panadero

Y

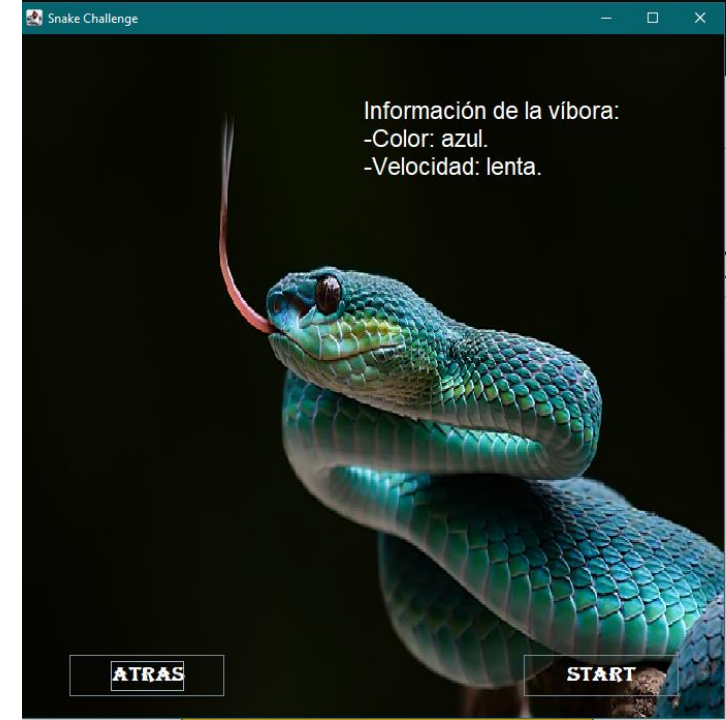
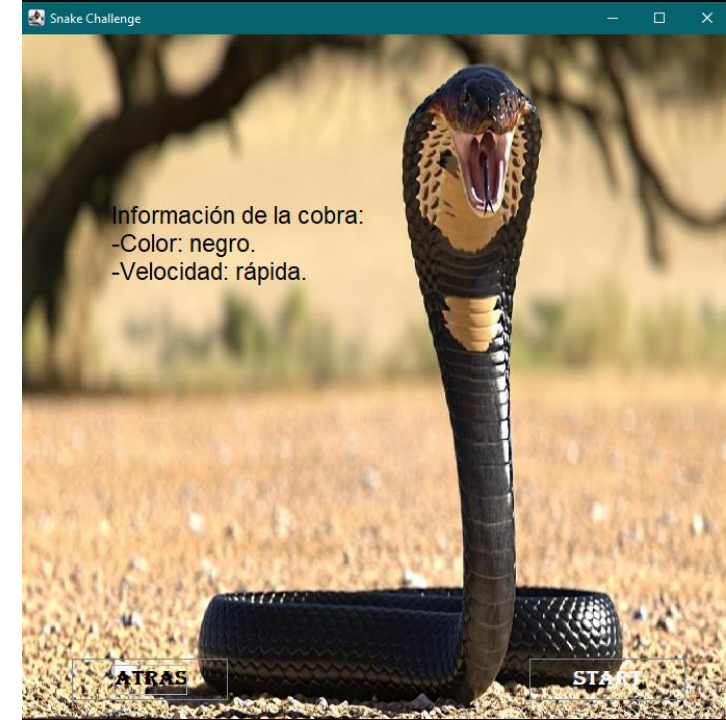
Álvaro Mingo Muñoz

ESQUEMA UML





INTERFACES DE USUARIO



JUEGO

- Comida
- Crecimiento de la serpiente
- Choques

