|  |
| --- |
| Gameplay |
| - int[] targetXPos  - int[] targetYPos  - int[] snakeXLength  - int[] snakeYLength  - boolean left  - boolean right  - boolean up  - boolean down  - boolean leftFail  - boolean rightFail  - boolean upFail  - boolean downFail  - boolean collision  - boolean endGame  - boolean movable  - ImageIcon leftMouth  - ImageIcon rightMouth  - ImageIcon upMouth  - ImageIcon downMouth  - ImageIcon snakeImage  - ImageIcon targetImage  - ImageIcon deadLeft  - ImageIcon deadRight  - ImageIcon deadUp  - ImageIcon deadDown  - Timer timer  - Timer end  - int score  - int highScore  - int snakeLength  - int moves  - int count  - final int SNAKE\_DELAY  - final int DELAY  - int xPos  - int yPos |
| + Gameplay()  constructor  + paint(Graphics g) : void  draws and colors the game  + actionPerformed(ActionEvent e) : void  keeps track of the timers  + keyPressed(KeyEvent e) : void  keeps track of when the buttons on the keyboard are pressed  + moveTarget() : void  moves target to a new random location  + gameOver() : void  determines what dead snake face to display  displays game over and checks if high score was beat |

|  |
| --- |
| SnakeMain |
| +main(String[] args) : void  Main driver method  Creats and runs Gamplay |