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2. What you planned on doing for this homework deadline. (Copy + pasted from Checkpoint 0)

Make sure to address what a user should be able to see/do by this checkpoint.

I plan on having the code skeleton of all the classes and methods. I might switch the project idea depending on how complex snake can be. If it is too simple, I will switch to a game with more layers of complexity. I plan on making a skeleton of all classes and UI related classes.

3. What you actually accomplished for this deadline.

a. Note any differences and explain why they occurred. Prefer honesty over excuses.

I attempted to build the grid and a pointer to a cell Cell object as a head for the snake. The grid sets up the background and adds a snake head in the bottom right corner of the screen. This would essentially be where the player moves the direction of the snakes body. I did this by creating a keyPressedEvent for key detection so the 'w' 'a' 's' and 'd' characters all have an effect on the x and y coordinates of the head. However, this became too buggy and the grid is having issues communicating between a vector of Cell type and the head_pointer in the MainWindow. The snake's head will refresh on the grid, but not in every instance. I have not added too many features/ variables in the program yet because the head movement issue needed to be fixed before further construction can happen.

4. What you have left to complete before the final deadline.

I need to reconstruct the grid_vector and add a better method of controlling the head. Most likely by bool values such as 'head', 'apple', and 'power up' to alter the color and behavior of those cells. Once that is complete, I will need to add values to change colors of specific cells to resemble an apple and a power up. There needs to be a score system based off the apples eaten. Finally, I will create player two functionality. The game will then conclude with a score comparison and a winner.

5. Screenshots of where your program is currently at. They don't have to be exhaustive but they should adequately depict the current state of your project running.

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