Snake Game

JFrame

KeyListener

Runnable

Graphics

iPoint

-x: int
-y: int

+setx(int x): void
+setY(int y) : void
+getX(): int
+getY(): int

SnakeGame

+g : Graphics
+img : Image
+snake : Snake
+thread : Thread
+gameOver : boolean = false
+token : Token
+WIDTH: static int = 400
+HEIGHT: static int = 400

+paint (g : Graphics) : void
+update (g : Graphics) : void
+repaint g : Graphics) : void
+run (): void
+checkGameOver () : void
+keyPressed (e : KeyEvent): void
+keyReleased (e : KeyEvent) : void
+keyTyped (e : KeyEvent) : void
+main() : void

Snake

+ snakePoints : ArrayList<Point>
+ xDir : int
+ yDir : int
+ isMoving : boolean
+ elongate : boolean
+STARTSIZE : final int = 20
+STARTX : final int = 150
+STARTY : final int = 150

+draw(Graphics g) : void
+move() : void
+snakeSnakeCollision() : boolean
+isMoving(): boolean
+get*(): int
+set*(): void

Token

-score: int
-x: int
-y: int
-snake: Snake

+changePostion() : void
+getScore() : int
+draw(Graphics g) : void
+snakeTokenCollision() : boolean