

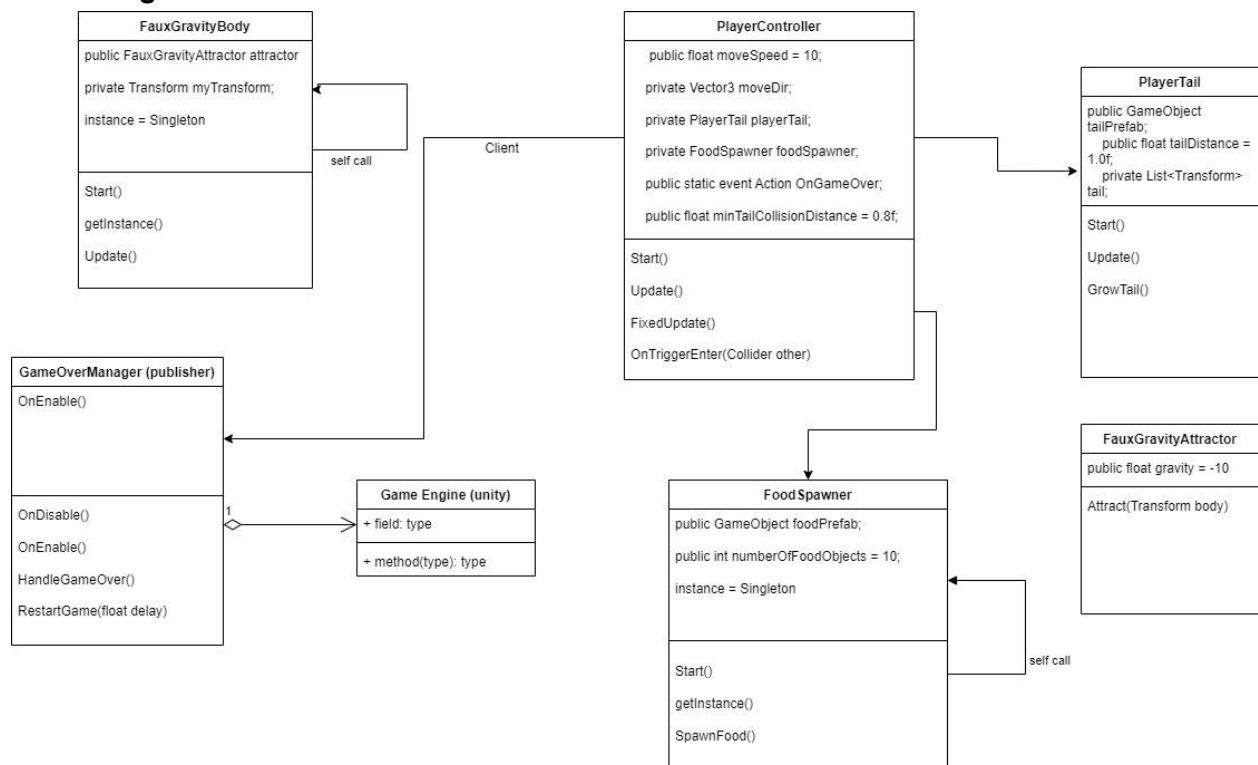
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Project 6

Status Summary

Currently we have most of the functionality of the project implemented. We have a player object that can move around a spherical map, and food objects that can be picked up and are translated into an elongation of the player object. We changed the format of the game to have a spherical map, which is functionally limitless, instead of a flat square map. Currently we have the planet implemented as a singleton class and the game over event listener implemented as an observer class pattern.

Class Diagram



Plan for Next Iteration:

Functionally, our game is nearly complete. However, looking back at our mockups from the previous iteration we can see that aesthetic features such as a menu screen, loss screen, leaderboard screen, in-game score counter, and options screen still need to be implemented. For some of these features, we still need to implement design patterns as backbones, such as our proposed observer pattern for the leaderboard. We are also lacking a local storage method, so our JSON database and its respective patterns must be created as well. The scope of our project has largely remained the same, so our deliverables by 5/3 will mostly match our

proposed deliverables from Project 5. However, we have changed our environment from a grid to a sphere with its own gravity system so the snake can roam freely along its surface. In addition to Project 5's deliverables, we are planning on implementing a FoodFactory and Strategy pattern to instantiate different types of food in the world with varying behaviors (Poison, Grow, Speed Up, etc.), as well as an ObstacleFactory to instantiate different types of obstacles.