

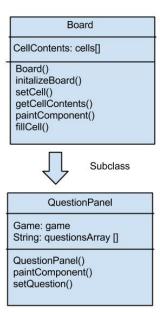
<<enumeration>>
Cell Contents

FruitAnswers SnakeBody

Right

Class Diagram: BinaryKids Snake Game

Meghan Anand, Chris Wing, Julia Kieserman, De'Ahna Johnson



Game ScorePanel: panel JPanel: instructPanel JLabel: instructText float: CYLESPERSECOND float: MILLISPERSECOND int: numRuns bool gameRunning int: MAXSNAKELENGTH int: MAXDIRECTIONS Board: board int: score int: speed Random: rand LinkedList<Point> Snake ArrayList<Movement> directions Game() initVariables() initGUI() initListeners() startGame() collisionCheck() createSnake() newGame() nextQuestion() getDirections() gameOver() getScore() setScore() main()