Snake game

Description of task:

We have a rattlesnake in a desert, and our snake is initially two units long (head and rattler). We have to collect with our snake the foods on the level, that appears randomly. Only one food piece is placed randomly at a time on the level (on a field, where there is no snake).   The snake starts off from the center of the level in a random direction. The player can control the movement of the snake's head with keyboard buttons. If the snake eats a food piece, then its length grow by one unit.

It makes the game harder that there are rocks in the desert. If the snake collides with a rock, then the game ends. We also lose the game, if the snake goes into itself, or into the boundary of the game level. In these situations show a popup messagebox, where the player can type his name and save it together with the amount of food eaten to the database. Create a menu item, which displays a highscore table of the players for the 10 best scores. Also, create a menu item which restarts the game.

Explanations of methods and event handlers:

getter() -Gets data from database;

adder() -Adds data to JTable;

AddTail() -Adds body parts to snake;

AddFood() - Adds randomly food in game area;

MoveAll() -Moves body parts with head all together;

Collision() - Checks if there any collision among snake, food, borders, and rocks;

KlavyeKontrol() - event handler for moving snake with control buttons;

TimerKontrol() - actionlistener for adding timer to game();

EnterName() - creates input window for typing player's name;

SolaGit()-moves to left;

SagaGit()-moves to right;

YuxariGit() -moves up;

AsagiGit() -moves down();

Hareket();-gives direction to snake;

LotsOfRock()-creates randomly rocks on game area;

Main
- main(String[] args)

Snake :: JLabel
- Snake()
- AddFood()
- AddTail()
- Collision() : boolean
- MoveAll()
- paint(Graphics g) ↑ JComponent
- Liste : ArrayList<Body>
- mHead : Body
- mRandom : Random
- mRock : Rock
- mTimer : Timer
- mYem : Food

KlavyeKontrol :: KeyListener
- keyPressed(KeyEvent e)
- keyReleased(KeyEvent e)
- keyTyped(KeyEvent e)

TimerKontrol :: ActionListener
- actionPerformed(ActionEvent e)

MainWindow :: JFrame
- MainWindow()
- BringWindow() : MainWindow
- EnterName(int score)
- SetDimension(int Genislik, int Yuksekli
- newGame()
- mGenislik : int
- mPencere : MainWindow
- mYukseklik : int

Rock :: JLabel
- Rock()
- LotsOfRock() : ArrayList<Rock>
- paint(Graphics g) ↑ JComponent
- setPosition(int PosX, int PosY)
- Arr : ArrayList<Rock>
- mGenislik : int
- mRandom : Random

Food :: JLabel
- Food()
- paint(Graphics g) ↑ JComponent
- setPosition(int PosX, int PosY)
- mGenislik : int
- mRandom : Random

Body :: JLabel
- Body()
- AsagiGit()
- Hareket()
- KutuOlustur() : Body
- SagaGit()
- SolaGit()
- YukariGit()
- paint(Graphics g) ↑ JComponent
- mGenislik : int
- mYon : int

Table :: JDialog
- Table(JFrame frame)
- columnNames : String[]
- data : String[][]
- table : JTable

Database
- adder(String name, int score)
- createTable()
- getter()
- DB_URL : String
- JDBC_DRIVER : String
- PASS : String
- USER : String
- count : int
- mTemp : String[][]