

LAPORAN PENGEMBANGAN GAME SNAKE



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DAFTAR ISI

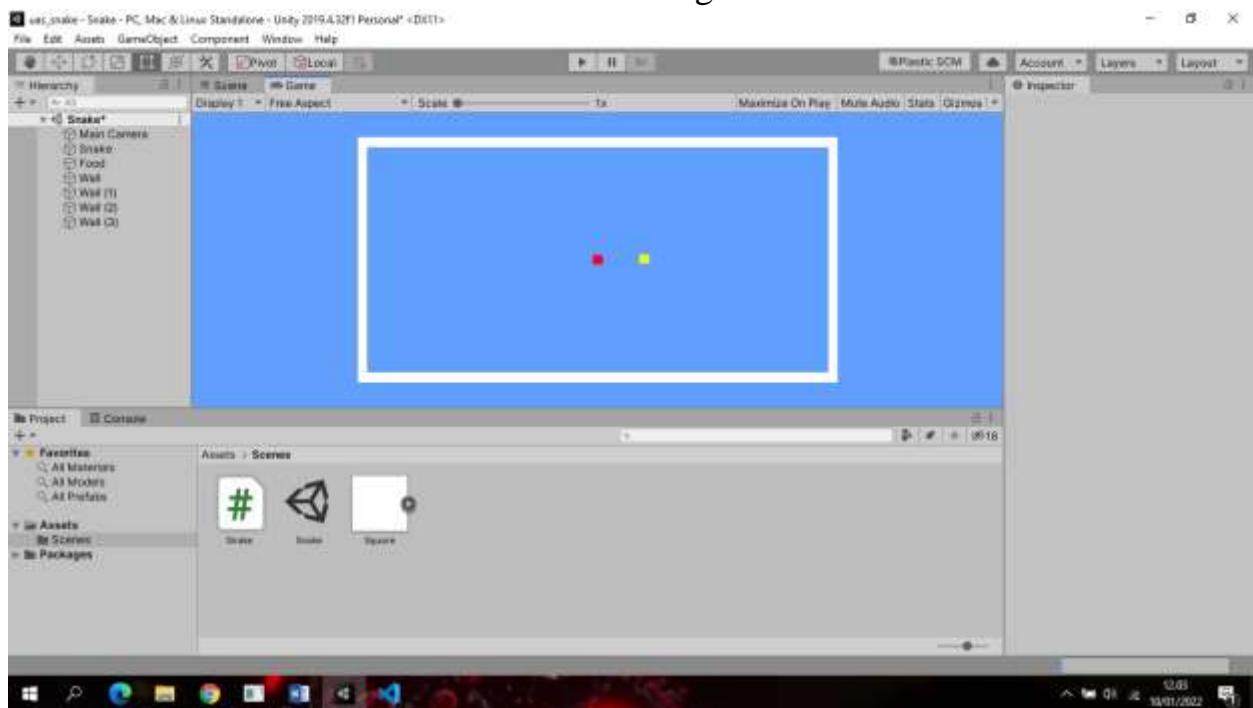
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TENTANG GAME

Deskripsi Game

Game yang saya kembangkan merupakan game klasik arcade yang terkenal yakni Snake, dengan konsep untuk mempertahankan sang ular dengan memakan makanan yang terspawn otomatis dan akan menambah ukuran ular dengan satu per satu. Tujuan utama game yakni untuk meraih skor tertinggi.

Screen Shoot game



Gambar 1 Tampilan sebelum dirun game

DETAIL PENGEMBANGAN GAME

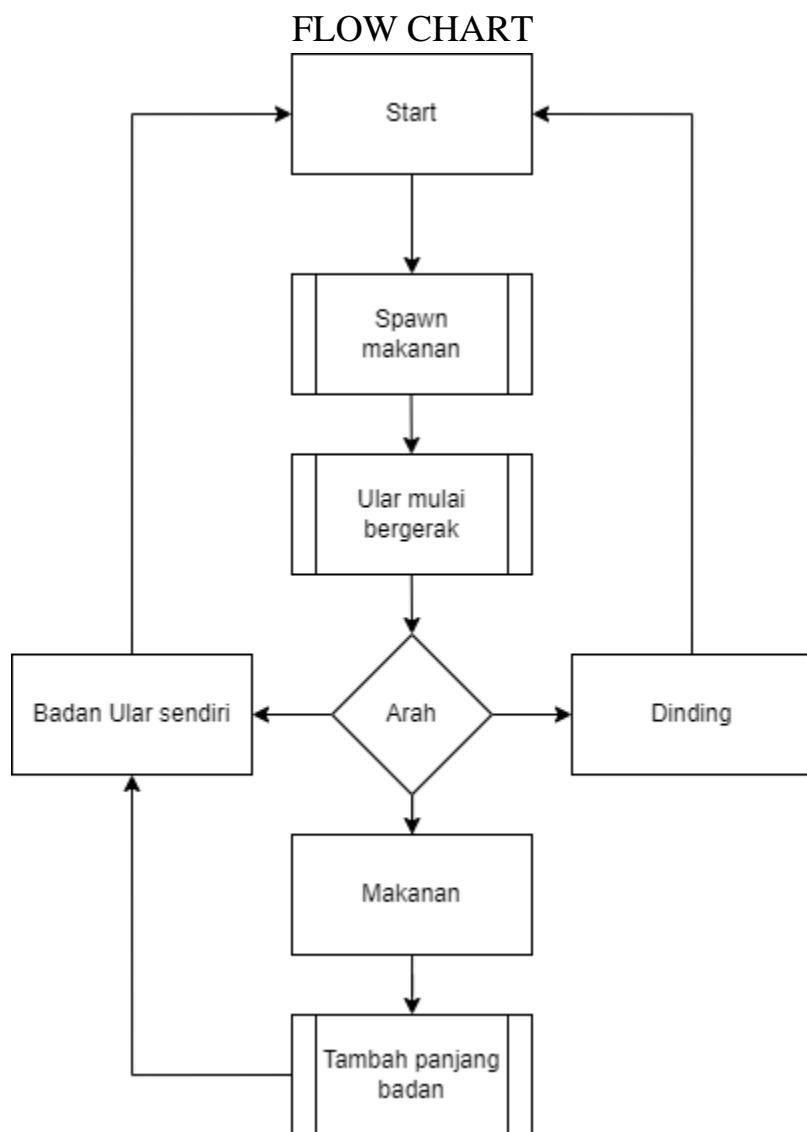
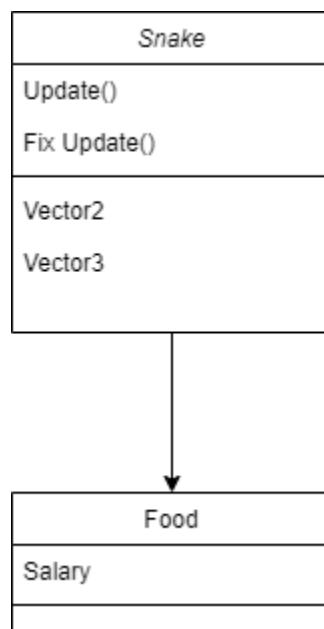


DIAGRAM CLASS



SCREEN SHOOT LAINNYA

A screenshot of the Visual Studio Code interface showing a C# file named 'Snake.cs'. The code defines a class 'Snake' that implements the 'MoveableBehaviour' interface. It includes methods for updating the snake's position based on user input (W, S, A, D keys) and a private 'FixedUpdate' method that moves the snake's transform position by a vector2. The code uses Unity's InputManager and Vector2 types.

```
using UnityEngine;
public class Snake : MoveableBehaviour
{
    private Vector2 _direction = Vector2.right;
    private void start()
    {
    }
    private void update()
    {
        if (Input.GetKeyDown(KeyCode.W))
            _direction = Vector2.up;
        else if (Input.GetKeyDown(KeyCode.S))
            _direction = Vector2.down;
        else if (Input.GetKeyDown(KeyCode.A))
            _direction = Vector2.left;
        else if (Input.GetKeyDown(KeyCode.D))
            _direction = Vector2.right;
    }
    private void FixedUpdate()
    {
        this.transform.position = new Vector3(
            Mathf.Round(this.transform.position.x) + _direction.x,
            Mathf.Round(this.transform.position.y) + _direction.y);
    }
}
```

REFENSI

<https://www.youtube.com/watch?v=U8gUnpeaMbQ&t=826s>

<https://github.com/zigurous/unity-snake-tutorial>