

Project Proposal of Gluttonous Snake game

COMPT_220L

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I want to make a gluttonous snake game, gluttonous snake is classic game that the player maneuvers a line which grows in length, with the line itself being a primary obstacle. The concept originated in the 1976 arcade game Blockade, and the ease of implementing Snake has led to hundreds of versions (some of which have the word snake or worm in the title) for many platforms.

player controls points, squares or objects on the boundary plane. As it moves forward, it leaves a trail like a moving snake. In some games, the end of the trail is in a fixed position, so the snake keeps getting longer as it moves. In another common scenario, the snake has a specific length, so there is a moving tail with a fixed number of units from the head.

When the snake enters the boundaries of the screen, trails or other obstacles or itself, the player loses.

First, to design a game, you must first design the interface. The game area contains "score information" and the snake play area. The right control area has a "start", "pause", "stop"

button, a level selection radio button and a game leaderboard.

Second, we need to define the swing components and initialize them when the class is initialized, adding components. Because when designing the game later, we need to know the size of the game area, so set the fixed size of the game area here.

Third, define our game. The Snake game actually contains a lot of tiny meshes, and then the snake moves in the grid. The snake consists of a series of grids. For visual effects, the snake is marked in blue, the food is marked in red, and the background is white.

Fourthly, there is the function of the game. Start, pause, stop button add event control game start.

Fifth, starting the game, we define a timer. The snake moves in the specified direction, and the direction is the keyboard event added by initialization.

Finally, at the end of the game, we pop up a dialog box prompting whether to save the game score.