



Jogo Snake em Python com pygame

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```
import pygame, random
from pygame.locals import *
```

```
def aleatorio():
    x = random.randint(10, 580)
    y = random.randint(10, 580)
    return (x//10 * 10, y//10 * 10)
```

```
def colisao(c1, c2):
    return (c1[0] == c2[0]) and (c1[1] == c2[1])
```

```
pygame.init()
tela = pygame.display.set_mode((600, 600))
pygame.display.set_caption('Snake')
```

```
cobrinha = [(200, 200), (210, 200), (220, 200)]
cobrinha_cor = pygame.Surface((10, 10))
cobrinha_cor.fill((255, 255, 255))
```

```
maca_pos = aleatorio()
maca = pygame.Surface((10, 10))
maca.fill((255, 0, 0))
```

```
clock = pygame.time.Clock()
```

```
UP = 0
```

```
RIGHT = 1
```

```
DOWN = 2
```

```
LEFT = 3
```

```
meu_sentido = LEFT
```

```
while True:
```

```
    clock.tick(10)
```

```
    for event in pygame.event.get():
```

```
        if event.type == QUIT:
```

```
            pygame.quit()
```

```
        if event.type == KEYDOWN:
```

```
            if event.key == K_UP:
```

```
                meu_sentido = UP
```

```
            if event.key == K_DOWN:
```

```
                meu_sentido = DOWN
```

```
            if event.key == K_LEFT:
```

```
                meu_sentido = LEFT
```

```
            if event.key == K_RIGHT:
```

```
                meu_sentido = RIGHT
```

```
if colisao(cobrinha[0], maca_pos):  
    maca_pos = aleatorio()  
    cobrainha.append((0, 0))
```

```
for i in range(len(cobrainha) - 1, 0, -1):  
    cobrainha[i] = (cobrainha[i-1][0], cobrainha[i-1][1])
```

```
if meu_sentido == UP:  
    cobrainha[0] = (cobrainha[0][0], cobrainha[0][1] - 10)  
if meu_sentido == DOWN:  
    cobrainha[0] = (cobrainha[0][0], cobrainha[0][1] + 10)  
if meu_sentido == RIGHT:  
    cobrainha[0] = (cobrainha[0][0] + 10, cobrainha[0][1])  
if meu_sentido == LEFT:  
    cobrainha[0] = (cobrainha[0][0] - 10, cobrainha[0][1])
```

```
tela.fill((0, 0, 0))  
tela.blit(maca, maca_pos)  
for pos in cobrainha:  
    tela.blit(cobrainha_cor, pos)
```

```
if colisao(cobrainha[0], pos):  
    break
```

```
pygame.display.update()
```