Report

I encountered several problems over the course of the ICA. They ranged from simple matters such as how to move text on the screen to more complicated problems such as getting the snake to grow. Below I will write about a few of these problems in more detail.

Problem: Getting the snake to grow.

I had the problem that when I tried to add length to the snake I was trying to call functions in the wrong place and was attempting to use private functions within other classes.

Solution:

I moved the “growby” functions in to the player class and called the function in the main game state.

Problem: Collision

I encountered a problem during the ICA where my snake would not collide with the fruit. I tried several different methods of testing for the collision but none worked.

Solution:

When I had placed the fruit and snake onto the screen I had put them onto different grids so I altered the fruits “rand()” function and placed them on the same grid.

Problem: Linked list and exiting

When I had created my STL linked list I tried to destruct the list incorrectly and caused an infinite loop so the program crashed. I also encountered the problem with the linked list that I when I tried to add or remove elements it would cause an infinite loop.

Solution:

Within my destructor functions I added the STL linked lists name to the while loop to solve the exiting of the game. Within the push front and pop back functions I had tried to declare my own size variable even though STL already has a predefined one. SO to solve I removed my own and replaced it with the one provided.

Problem: Adding Sate

When I tried to add states to my game I encountered several problems. One was that at first I wasn’t sure where to add the states so I tried placing them in several different files to no prevail. Secondly once I had found where to add the states I wasn’t sure how to add them so tried several ways to do so.

Solution:

In the end after a lot of trial and error I added the states in the correct place and in the correct way. However the states would not swap due to the previous problem needing fixing first.

What I have learned over the course of the ICA?

I have learned how useful linked lists are. I have learnt that it pays to keep on style of naming variables as if you don’t it is very easy to mix up your code.

Each problem I encountered with my ICA be it big or small showed me sometimes you just need to take a step back and look at your code as a whole. Then try and simplify it and work out if everything you have should be there or if there is a more suitable place to have it.

I also learnt that you need to check your code carefully as it could be the tiniest of mistakes giving the biggest problems.