

CURRENT TASKS: Object coloring

CURRENT BUGS: Coloring after initial start screen works for apples/obstacles, but effects collision checking(no points scored, no death upon obstacle)

beeping - sometimes beep sounds twice instead of three times at end of game

Spawning apples/obstacle - logic for not spawning on top of things seems to work, sometimes missing apple? (only happened twice?)

FINAL NOTE: Left off coloring during gameplay, everything seems to work otherwise (at least on my device)

Development plan:

Starting Date: 12/1/2024 (this is the only thing I worked on for 5 days)

12/1

Objectives:

- Set up file(s), create Makefile
- Set up play area (after viewing manpages, setting up playfield independent of stdscr by creating a new window)
- create border, function wborder()
- place snake in the middle of screen facing right
- handle movement of snake (use coordinate tracking, arrays for body the x and y cors of body segments, track head position)

Objectives Met? - Somewhat, continue snake movement to Monday (move_snek function)

12/2

Objectives:

- Finish snake movement
- Do border collision check (check whether snake head go into border coordinate positions)
- Add end of game key press message
- set up segment/score/level globals
- closedown, print segment/score/level (will be 4, 0, 1 respectively)

Objectives Met? - Yes, apple generation/obstacle generation/scoring for Tuesday

12/3

Objectives:

- Apple generation
- Obstacle generation
- remaining collision checks (with obstacle, self)
- point scoring by level, if level apples reached increment level, increase segments per apple

Objectives Met? No, will implement x and y coordinate arrays for each generated apple, if snake touches apple, apple coordinates get placed in x and y cover up arrays (the program will then have persistent

apples across each loop iteration) will then loop through available coordinates in cover up array and use mvwaddch() to put a space where snake has “eaten” the apple. mvwinch() for checking if character at position coordinate head is moving to.

12/4

Objectives:

- Enact yesterdays plan/objectives
- Add beeping
- Have changing snake speed
- Add object coloring

Objectives Met? - No, fix obstacle generation, have snake changing speed, add object coloring tomorrow

12/5 THE FINAL DAY

Objectives:

-what I wrote yesterday

Objectives Met? - Issue with coloring, moving to turn in current version