

- **What parts of the implementation still need to be done, and what barriers still exist to completing the implementation?**

Things that need to be done:

- Fix issue where game quits when arrow key opposite to motion is clicked
- Fix issue with Lila's computer moving screen rather than block
- Unit tests
- End screen displaying final snake length
- Start screen
- Fix Object.color so that the color isn't hard coded in
- Add snake eyes to show direction
- Two-player snake (if time)
- GitHub playable? (if time)
- Hard mode? (if time) → snake speeds up as it gets longer
- Documentation (docstrings, readme, etc.)
- Website

Barriers:

- Problem with attribute called in Object.color not being found
- Learning how use clicking with pygame for gui end screen restart button/start screen player number choice

- **What bugs or technical problems have been particularly tricky to tackle, and is there an insight or approach that would help address this?**

- Figuring out why the window moves around on Lila's screen
 - Not sure if it's pygame or terminal settings

- **Is the code working as intended? How do we know?**

- The game mostly functions as expected. We were able to play the game using arrow keys, running a python script from terminal.
 - The game currently allows for the snake head to "turn in on itself," which ends the game
 - We ran into issues with the screen display on Lila's computer (could be an issue with the draw() method of the PygameView class)

- **How is the code's performance? Is this acceptable for the ways in which it is intended to be used, and if not, what are possible workarounds?**

- We haven't encountered any issues with the code's performance. It seems to update and react to user input quick enough.