Multiplayer snake

2- player versus game

Wasd –player 1

4568 – player 2

GamePlay:

Same basic snake mechanics

A random apple will spawn on a map; eating said apple will give you 5 points

Dying (running into a wall, part of your snake or the enemy snake) -> lose half apples and respawn on the map;

If your enemy kills you, they get half of the apples you lost (also the part of their body hit to their tail disappears)

Win condition:  
 Whoever eats the most apples wins, after x amount of time.

-different modes (time, point, life)

How to implement:

Have the entire map inside a 2 dimmensional array;

Each space gets a state: empty, apple, wall, snake head1,snake head 2, snake1, snake2.

Snakes use fifo based list, every update add the new location the list and discard the last one

If a snake gets an apple skip the discard;

If the snake hits wall/ itself discard list and respawn

If the snake hits the other snake keep discarding until the point in the list is found