

The Coding Queens

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Period 3

Snake Vs. Block

There will be a snake that can collect balls of differing numbers to increase its size. There will also be blocks that decrease the snake's length by a certain amount. If the snake's size is zero and it hits a block, the game ends. There's a cumulative score that is shown, equal to the amount of total points taken off blocks.

Functionalities

Our Snake:

- Appears with initial length of 10
- Stays at one y position on the screen and moves with the x position of the mouse
- Increases in size every time it eats food
- Decreases in size every time it hits a block
- Has cumulative score shown, equal to the amount of times it has hit a block

Blocks and Balls:

- Spawn with random values, which are displayed in the shapes
- "Fall" from the top of the screen at a uniform speed
- Blocks are colored according to value, and update upon changes
- Blocks stop "falling" when hit
- Blocks steadily decrease in value as the snake hits them, and die when they reach 0
- Balls die immediately upon contact

Log

Madeline:

- Typed for us in class while we worked on it together, when most of the code was written
- Made the blocks and balls scroll down
- Made the interactions between the snake head and other parts of the game (i.e. block faces, block sides, sides of the screen, and balls)
- Made the blockWall class

Caroline:

- Helped in class while we worked together
- Helped with cosmetics (i.e. colors, text size, centered numbers, etc)
- Created and updated our uml
- Made the levelOne class (i.e. where the blocks and balls spawned)

Lily:

- Helped in class while we worked together
- Made the home screen and the code to get the game started

Directions

Move the mouse to control the snake (try to keep it on the game screen). Hitting the squares decreases your snake's size and hitting the circles increases its size. The objective of the game is to make it to the end of the level without dying.

UML

