Group 3 - Adam, Divya, Mason, Michael, Morgan

Dr. Johnson

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**Project 3 Requirement Artifact - User Interface Model**

Pygame running window:

Possible Classes:

Food

Board

Snake

Possible Functions:

Color

Show score (top left and final score)

Add 1 to tail

Game start

Place random apple

Remove apple from screen

Add 1 to score

If snake head runs into any part of snake tail, game terminates

Score: 8

Key Commands:

Up arrow/’W’ = Up

Right arrow/’D’ = Right

Down arrow/’S’ = Down

Left arrow/’A’ = Left

Snake begins in the center of the screen with a short, white tail. Tail adds one square cube (so in this case, a .1”x.1” cube) every time food is hit

Food is indicated by red “apples”, appear one at-a-time with random coordinates. Once snake eats food, a new apple appears

Score displayed on upper left corner, snake can still go underneath and is visible