Introduction:

What game did you choose to do?

I chose to do snake.

Why did you choose that game?

I had snake on my first phone and I thought it would be fun seeing how close to the original I could get

Can you give a bit of history of the game?

It was made in 1976 and was based off the game Blockade. It resurged in popularity in 1998 when it was released on Nokia’s phones. After its new fame in popularity, more phones started to be sold with it already loaded.

What were you most looking for to/dreading about choosing this game?

I was excited to get the movement and feel of the game right but definitely not looking forward to making the snake longer as it ate more food.

Planning code:

What ideas did you have for the structure of the code?

Starting out I knew Id need at least a class for the snake and the food, a while loop to have the game run, and some sort of exit button to close the code.

What features would you like to add?

I want: -the snake to move forwards and for user input to turn it

-Food to spawn in a random location and that the snake colliding with the food to make it reappear in a new location and for the snake to get longer

-I would want some way to keep track of score

Starting code:

How did you start your code?

I started extremely basic and just tried to get a moveable object that could travel in a way that I was happy with.

Have you made any adjustments to the plan you’d started with?

I didn’t start with any classes because I wanted to play around with the movement and get some of the underlying aspects sorted first.

Why did you start the code this way?

I thought it would be easier to identify what I need to change in terms of the speed of the snake and how it turns if I didn’t have anything else that could interfere.

Basic Movement:

Is this movement acceptable?

The movement is close enough to what I remember snake was like. (I didn’t realise at this point but I didn’t factor in the fact that in snake you cant turn 180 degrees so I added a fix for that later).

Have you had any problems yet?

I had a bit of trouble getting the movement to work with the While loop but I fixed this by adding a definition for Movement

Whats next?

Now that I had movement I needed to add Food for the snake to eat. I decided to go with apples, as I thought having a mouse or something similar would be a bit brutal. tI also though having it be bright red on a white background would make it more visible

Adding collisions:

How did you add apples?

Yet again I started very basic and just added a second Pygame rectangle with set coordinates. Next I changed it so that the apples location was random.

Did you struggle with collisions?

I struggled a lot getting the collisions to function as I wanted them to. I tried different definitions such as one that checked if the coodinates of the apple and snake overlapped which would reset the apples position to a new random one on screen. I sort of hit a brick wall when it came to the collisions so I tried a different approach and sorted my code into classes.

What changes have you made to the classes?

I added more to both the snake and apple classes. I tidied up the apple class so the SpawnApple was a lot more concise and added a def \_\_init\_\_ to added the properties of the apple more directly.

Are you happy with the collisions currently?

Polishing up:

Why did your code not work?

How did you fix it?

Adding sprite:

How did you add a sprite?

Where did you get the idea?

What problems did you have?

Conclusion:

Does the code work as intended?

Did you stick to the original structure/plan?

Where did you struggle/succeed?

How would you improve the code given infinite time?

Did you enjoy coding the project?