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CSE 1341 Final Project: Snake Game.

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Professor Quick

For my final project, I have recreated the classic Snake game. When running the program, the snake will begin moving left. Use the “WASD” buttons to control the direction of the snake’s movement. When you lose by hitting the wall or touching the snakes head to anywhere on its body, the game will, and you will be prompted to press the SPACE bar to restart. These are the only buttons that interact with the game when the program is running. Make sure to not click outside of the programs border, or the program will not receive the keyboard commands.

The method of using ArrayLists to store the snakes body and arrays for the movement directions came from a helpful video that is referenced below. When brainstorming for this project, the idea of using ArrayLists seemed like a logic way to define the snakes body and add units to it, and this video helped me achieve this in the program.

Video URL: <https://www.youtube.com/watch?v=JGW5ecDOjjk>