Snake game

Documentation

Purpose of modules

start_app.c — entry point to the program.

structures.h — declaration of structures and enumerations.

constants.h — all constants of the program.

images.c, images.h — loading and drawing of images.

game.c, game.h — game loop.

menu.c, menu.h — menu loop.

settings.c, settings.h — settings loop for selecting snake speed.

periphs.c, periphs.h — work with peripherals.

print.c, print.h — font print.

snake.c, snake.h — snake behavior logic.

Also, modules from the start template are used (see
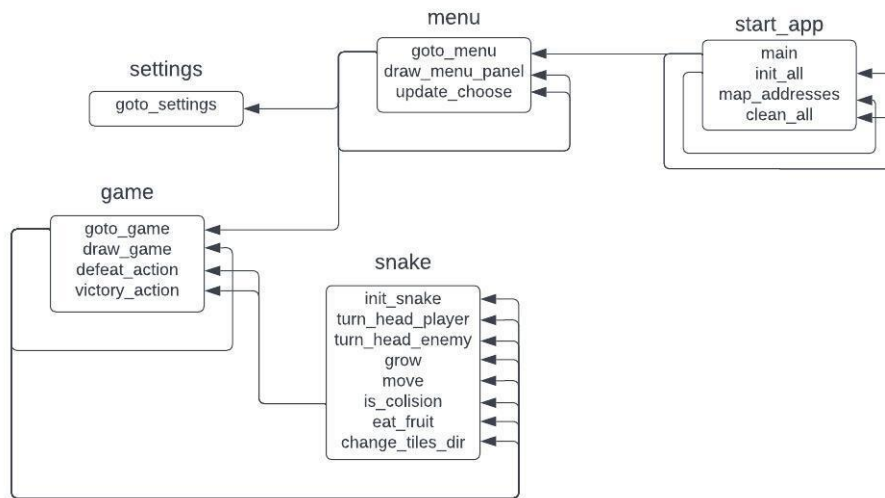https://cw.fel.cvut.cz/wiki/courses/b35apo/semestral/template).

UML diagram

Diagram of the most important modules (without "help" modules like print, images or periphs).