SNAKE GAME

CONTENT

Class SNAKE

Class FOOD, SCORE

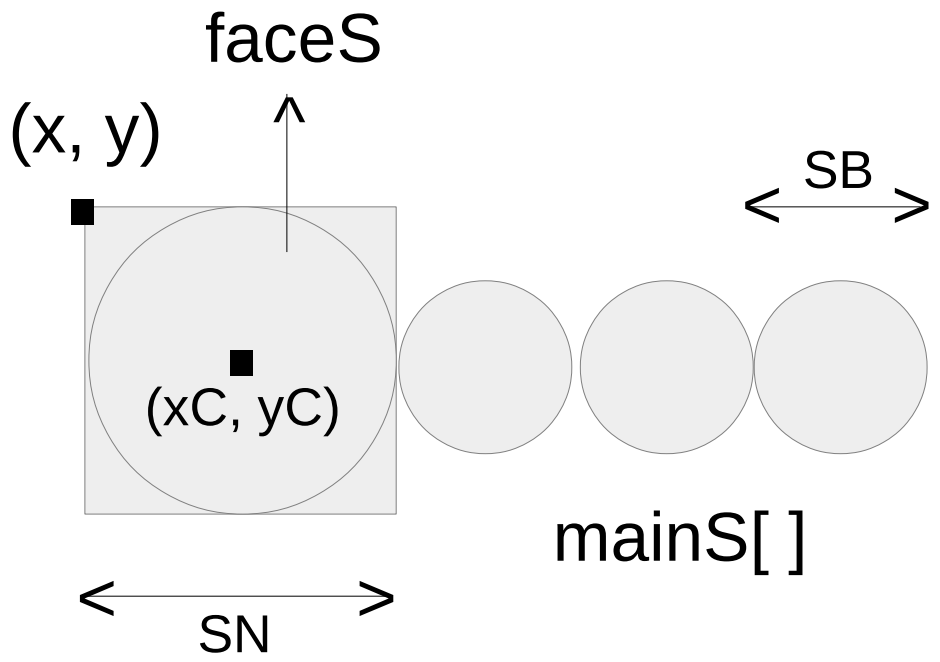
Class GAME

Main Program

Class SNAKE

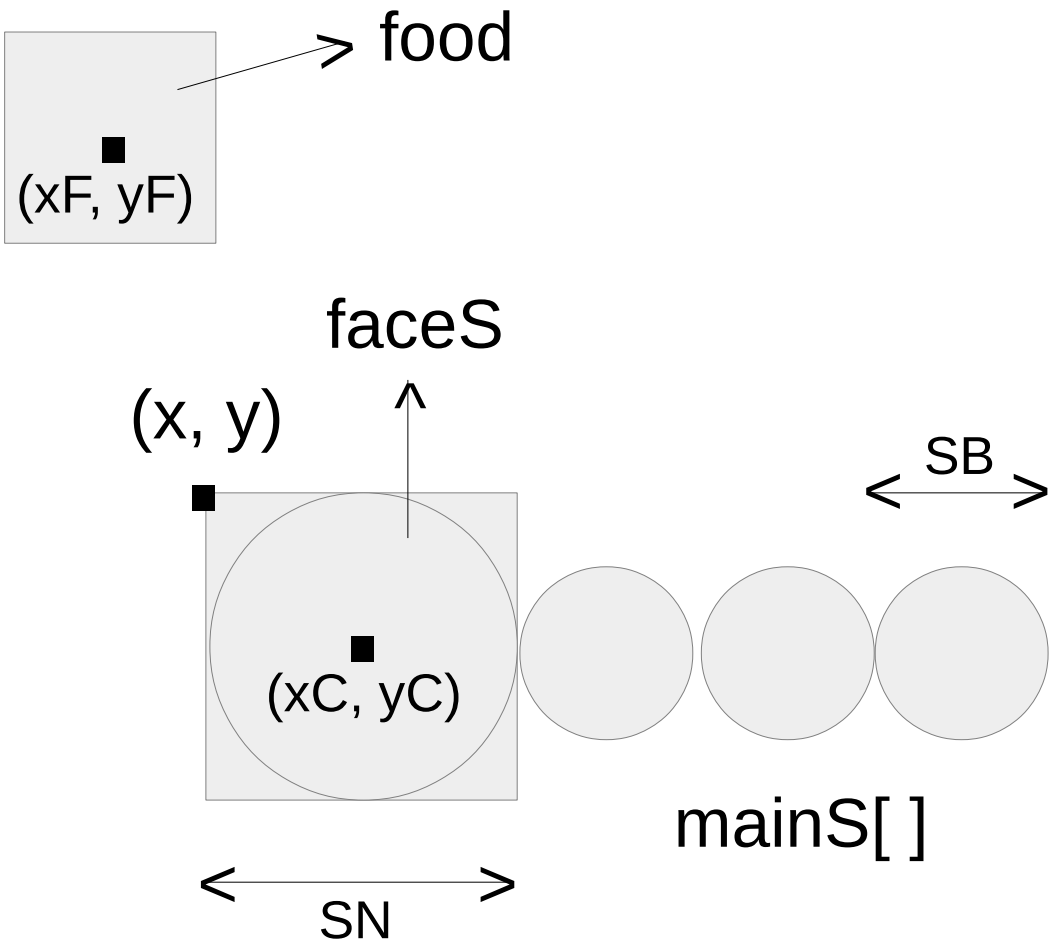
+ game
+ (x, y)
+ (xC, yC)
+ faceS
+ mainS[ ]

+ checkEat()
+ snakeDie()
+ move_straight()
+ move()
+ delete_Snake()



Class SNAKE

checkEat()



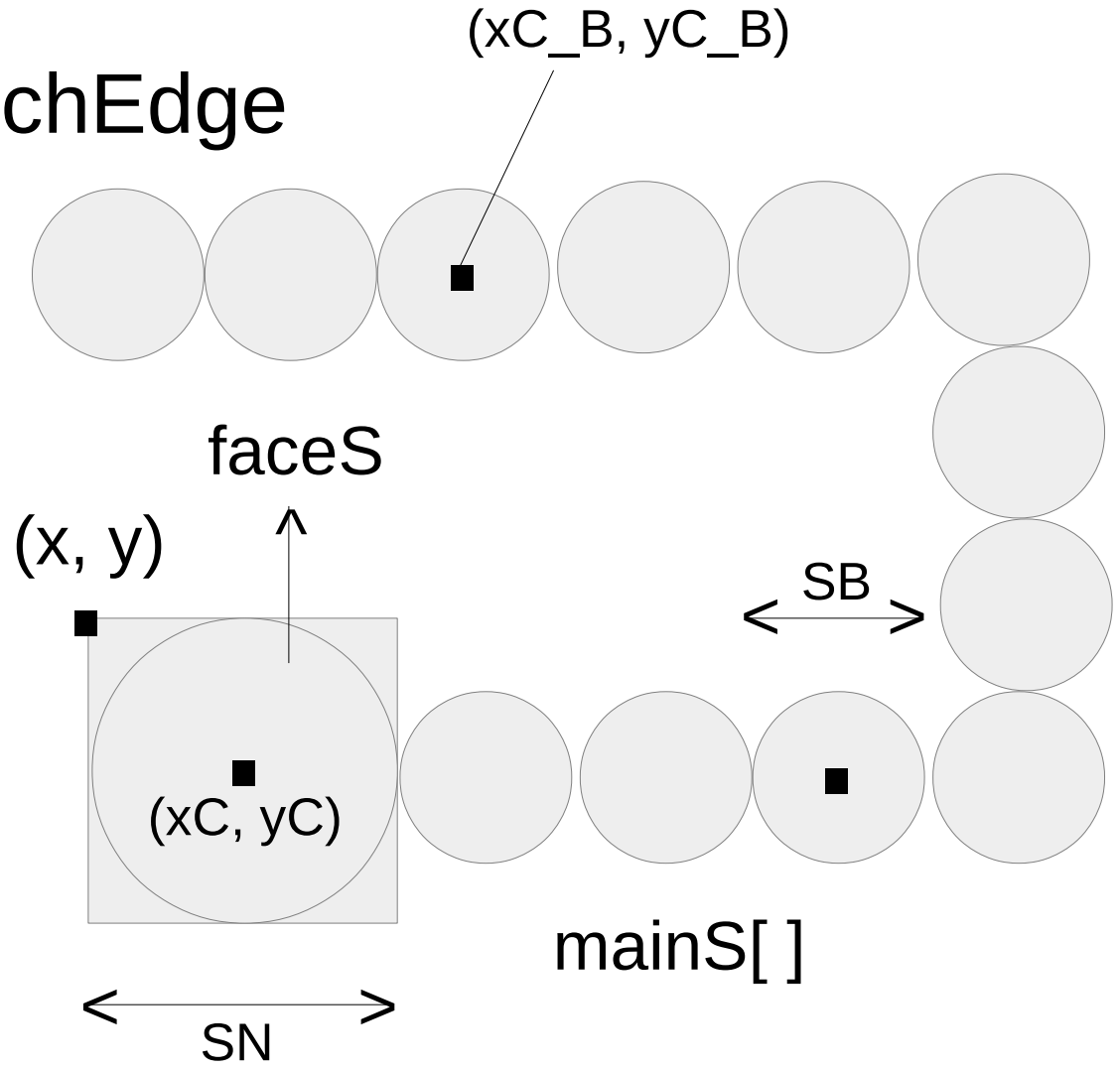
d(F, C) < SN – SB => True

Class SNAKE

checkEat()

snakeDie()

+ TouchEdge



+ d(C, C_B) < (SN + SB)*0.5 - 10
=> True

Class SNAKE

checkEat()

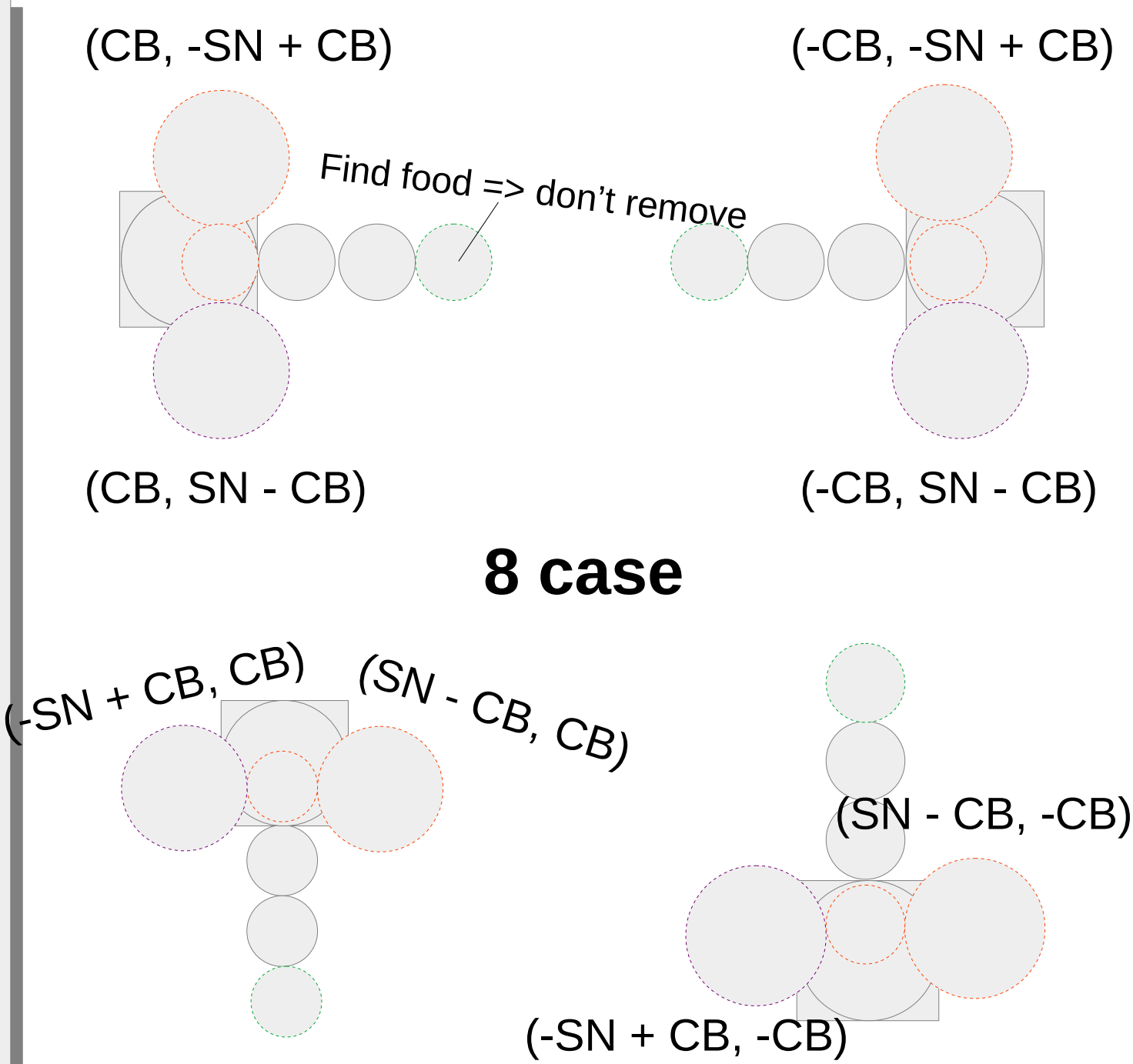
snakeDie()

move()

move_straight()

4 case(SB)

delete_Snake()



CB = (SN - SB)/2

Class FOOD

+ cPoint
+ screen
+ food

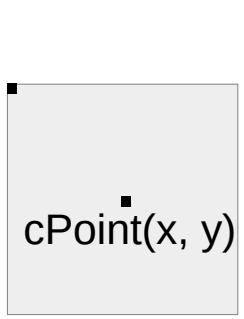
remove()

Class SCORE

+ cnt
+ max

plus()
reset()

Using this point to draw



Snake find food

Call game.stop()

Class GAME

+ run
+ snake
+ food
+ direction
+ cur
+ score

+ play()
+ redirect()
+ stop()
+ ln4()
+ delete_Snake()

Save the previous keypress to compare with the current keypress