

You must submit a proposal for your project. This proposal should include

1. Your partnership (or an explanation of why you plan to work alone)

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2. Which of the two categories your proposed project falls into.

A computer game

3. An outline of what you plan to do. In particular, this should include the following things:

We would like to create a game of Snake. There will be a game board of a set size made up of smaller squares of a set size, a snake, and apples which appear one at a time, at random. The objective is to control the snake, using the up, down, right, and left arrows in order to retrieve the apples, without bumping into the sides of the board. However, each time the snake retrieves another apple, the size of the snake will increase by some variable.

We plan to include graphics as well.

- (a) A list of classes you plan to implement.

A snake class

A board class

An apple class

(As of now, those are the only ones we know of that we will need.)

Play or Game class

- (b) For each class, a list of possible instance variables.

Snake class- (color, size, position)

Board class- (color, size)

Apple class- (color, position)

Game Class(Difficulty, score)

- (c) For each class, a list of possible methods.

Snake class- get location, get direction, (to determine which way the snake should turn based off of the user's key input)

Board class- get color, get size

Apple class- get color, get position

Game Class- get score, get difficulty

- (d) If you are doing the game option, you should include an overview of how you think the computer intelligence piece will function.

We will use computer intelligence in order to manage the score. We will also use some computer intelligence in order to decide the location of the apples depending on the location and size of the snake.