Utility Functions

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ElementInDeque(Vector2 element, deque<Vector2> deque): bool
EventTriggered(double interval): bool

Utility fuintions are outside of all classes and are building
blocks for other classes' functions.

Snake

body: deque<Vector2>
direction: Vector2
addSegment: bool
color: Color

Snake()
Snake(Color snakeColor)
~Snake()
virtual Draw()
virtual Update()
Reset()

Food

position: Vector2
texture: Texture2D

Food(deque<Vector2> snakeBody)
~Food()
Draw()
GenerateRandomCell(): Vector2
GenerateRandomPos(deque<Vector2> snakeBody): Vector2

SpecialFood Class

inherited from Food

SpecialFood(deque<Vector2> snakeBody)

RandomSnake

inherited from snake

RandomSnake()
Update() override

Game

snake: Snake
randomSnake: RandomSnake
regularFood: Food*
specialFood: SpecialFood*
running: bool
ispaused: bool
score: int
lives: int
eatSound: Sound
wallSound: Sound
lifeSound: Sound
lastScoreIncrement: int

Game()
~Game()
Draw()
Update()
CheckCollisionWithFood(Food* food)
CheckCollisionWithEdges()
CheckCollisionWithRandomSnake()
CheckCollisionWithTail()
ReduceLife()
TogglePause()
HandleInput()
ResetGame()
GameOver()