Lab: Snake – User Guide

* When the game starts, there will be two filled in squares: one that moves and the other that does not. The static square is what I call the “apple”; it represents a reward. Get the moving square to go through that apple, and you get the reward.
* To change the direction of the moving square, enter “a” or “🡨” to go to the left (west if you will), “d” or “🡪” to go to the right (east), “s” or “down-directional button” to go down (south) and “w” or “up-directional button” to go up (north).
* If the snake crosses itself or if it reverses itself 180 degrees once it has more than one segment, then it’s game over.
* Each time the snake eats an apple, a mine will be generated at a random location separate from the apple. If the snake hits the mine, it’s game over.
* Each time that you cross the apple, your snake will grow in length by one square, and the apple will jump to another square in the field. That jump is entirely random.
* A death snake will wander around the field randomly. If you cross the death snake, it’s instant death
* Each time you hit one of the directional keys, the death snake changes direction randomly
* The death snake never runs off the board and each time your snake eats the apple the death snake gets a segment added to it
* The death snake can cycle back on itself, but your snake cannot
* If the death snake runs into a mine or apple, it will reverse direction
* If your snake goes off the field, that is game over.