Snake Vs Block Game

Design and Implementation

1. Facade design pattern used for reading keyboard input ‘a’ or ‘d’ and then making the snake move accordingly.
2. Singleton Design pattern used for snake.
3. Snake is implemented by using circle shape in series.
4. Blocks are a combination of Rectangle and Label.
5. Adapter design pattern used for blocks.

Challenges faced while implementation

1. Serialisation of JavaFX elements was a tedious job since those classes were non serializable.
2. Unfamiliarity with FXML files and controllers (first time hands on).
3. Git version control
4. How to integrate FXML parts with their non FXML counter parts (coherency).
5. Controlling Animation Timer. As it was a completely new concept for us to learn.
6. After multiple hit and tries we were about able to make the GUI run altogether without any lag issues.
7. Bonus Feature

Learning Experiences

Learning Experiences

Got to learn how to manage GIT version controls.

#Dealt with moveable GUI

#Learned the importance of Java Docs.

#How to use controllers in Java.

Bonus Feature

While playing, players collect Coins.

These coins then can be used to provide extra lives when the snake dies. The game resumes from the score at which the snake died.

Hence by spending a little will help you to brag your friends about your high score