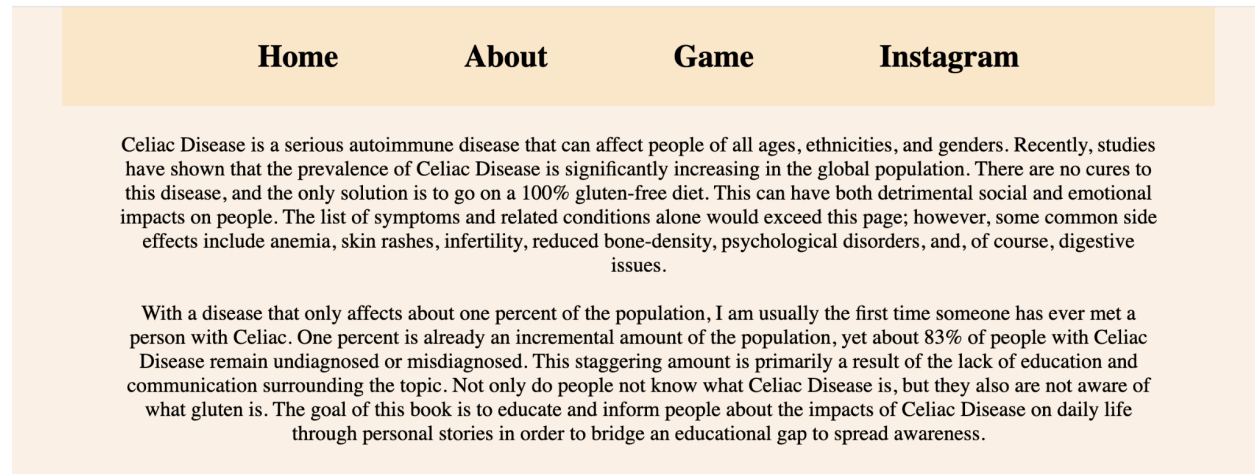


AP CS A Journal  
Sophia Bagley

Fri May 17

- Restarted project in VSCode, decided on relearning how to code in HTML and CSS



- Created navigation bar
- Planning on creating website as a final project
- Will create Snake game if time

Mon May 19

- Created index, game, and about files
- Learned what a div is, added text and line breaks

```
1  <!DOCTYPE html>
2  <html>
3  <head>
4      <meta charset="UTF-8" />
5      <title>Invisible Grains</title>
6      <link rel="stylesheet" href = "style.css"/>
7  </head>
8  <body style="text-align: center">
9      <h1>Invisible Grains</h1>
10     <ul id="nav">
11         <li><a href="index.html">Home</a></li>
12         <li><a href="about.html">About</a></li>
13         <li><a href="game.html">Game</a></li>
14         <li><a href="https://www.instagram.com/invisiblegrains/">Instagram</a></li>
15     </ul>
16     <div id="score">Score: 0</div>
17     <canvas id="snake-game" width="300" height = "300"></canvas>
18     <script src="game.js"></script>
19     <p>In the game of Snake, the player uses the arrow keys to move a "snake" around the board.
20     As the snake finds apples (red squares), it grows larger. Unfortunately, this snake has Celiac Dise:
21     and the bread (brown squares) harm the snake and the score goes down.
22     The game ends when the snake either moves off the screen or moves into itself.
23     The goal is to make the snake as large as possible before that happens.</p>
24 </body>
25 </html>
```

- Made game.html
- Javascript
  - Created the snake as a type of arraylist
  - Created drawBoard()

```
function drawBoard()
{
  let checker = false;

  for (let row = 0; row < boardSize; row++)
  {
    for (let col = 0; col < boardSize; col++)
    {
      checker = !checker;
      if(checker)
      {
        ctx.fillStyle = "#65b335"
      }
      else
      {
        ctx.fillStyle = "green"
      }

      ctx.fillRect(col * tileSize, row * tileSize, tileSize, tileSize);
    }
    checker = !checker;
  }
}
```

- 
- Created drawSnake()
- Created apple()

Tues May 20

- Created move function
- Learning push and pop and shift and unshift
- Wrote arrow key detection code handleKeyDown()

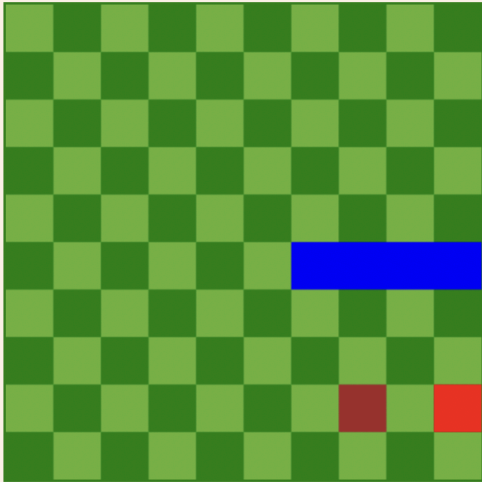
Wed May 21

- Implementing Pop in move
- Added shift and unshift
- Added Bread
  - -50 points if eaten
- Working snake game

Thu May 22

- Added Score function
- Added game description
- Added title bar above navigation bar

Score: 0



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