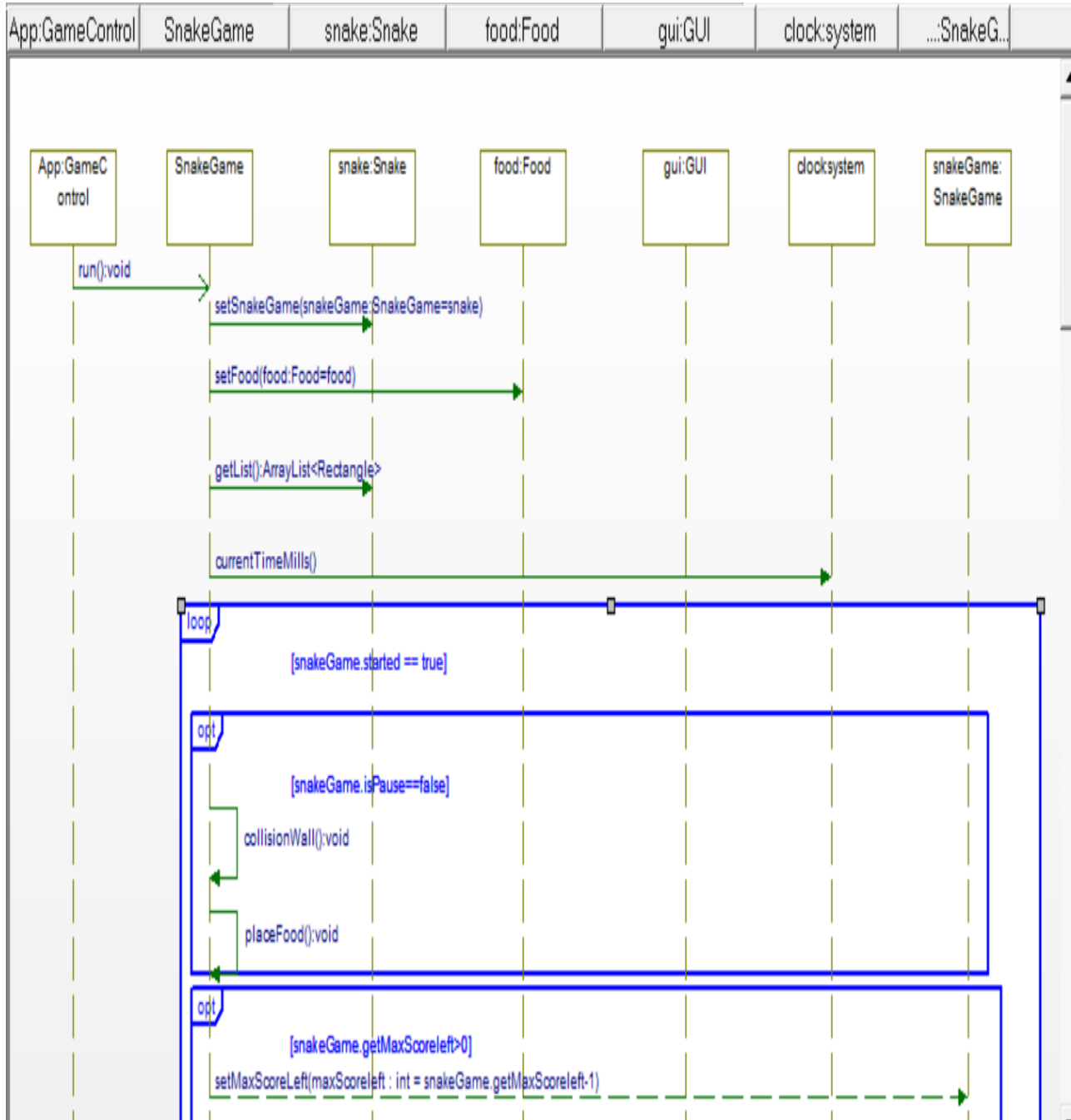


Assignment – 3

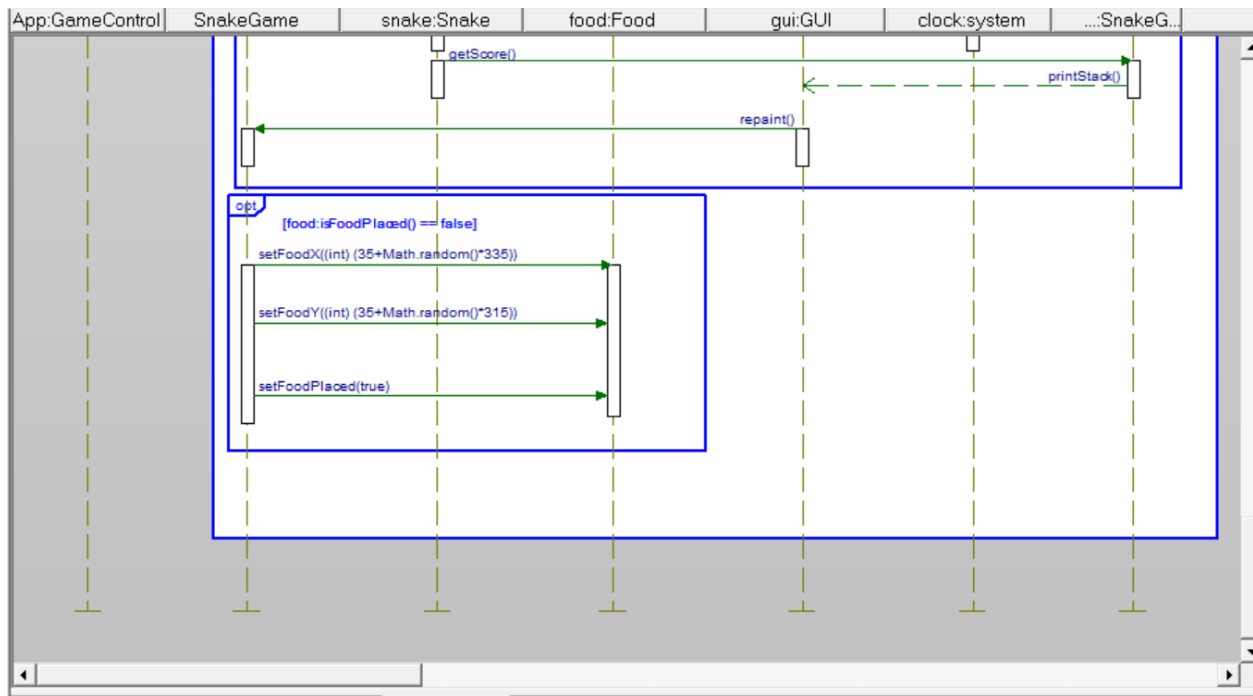
Task 1: Sequence Diagram for the snake Video Game

Sequence:



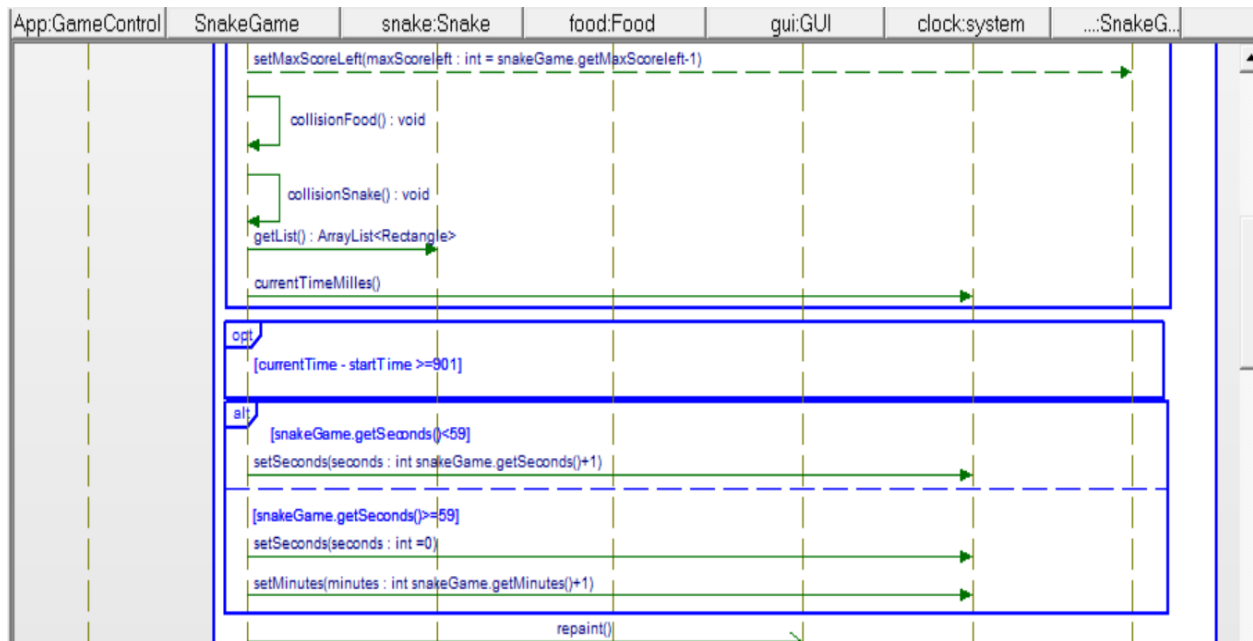
Place Food:

This is used to place food and set the dimensions.



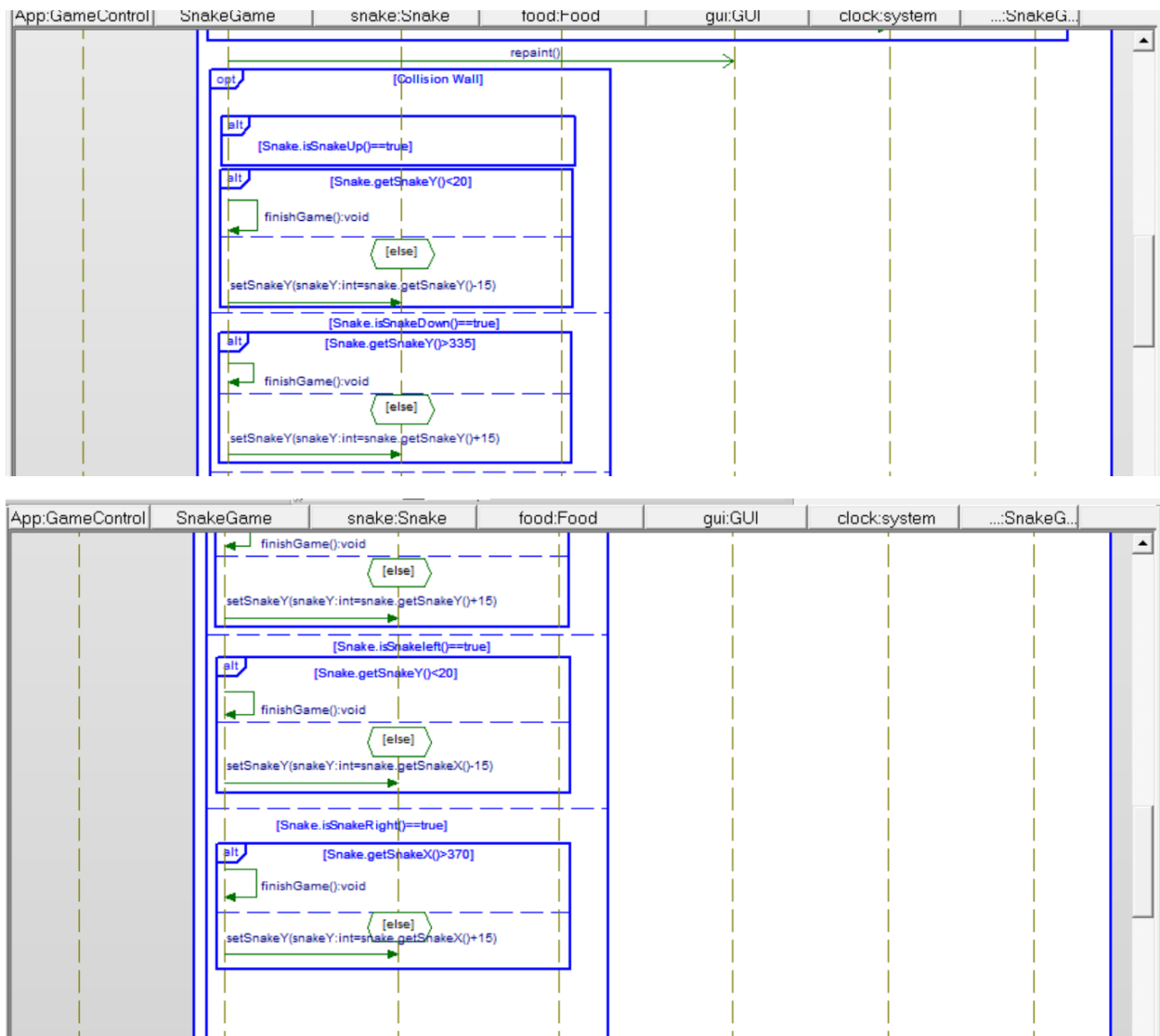
Clock Update:

The snakeEngine gets the time from current system and checks the condition. Repaint() will interact with GUI (graphical user interface) to update the screen.

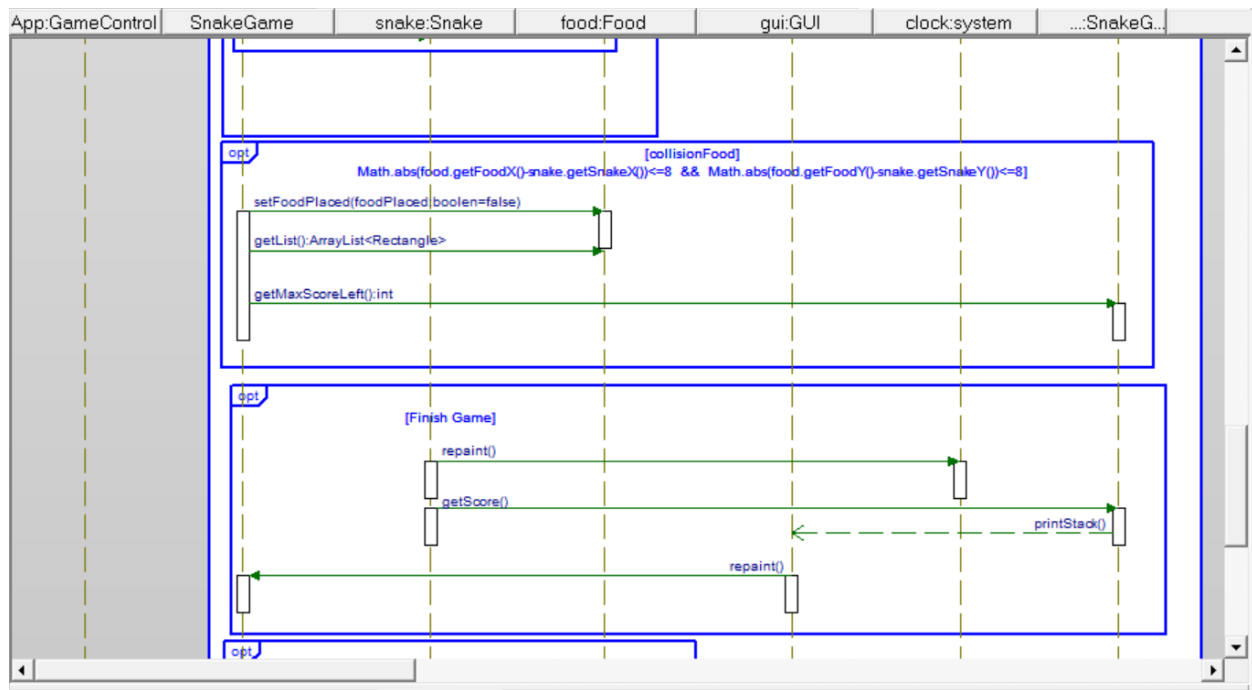


Collision Wall:

The optional sequence between the gameEngine [snakeEngine] and the snake during the collision and update of the snake position for the collision during different directions of left, right, up and down.

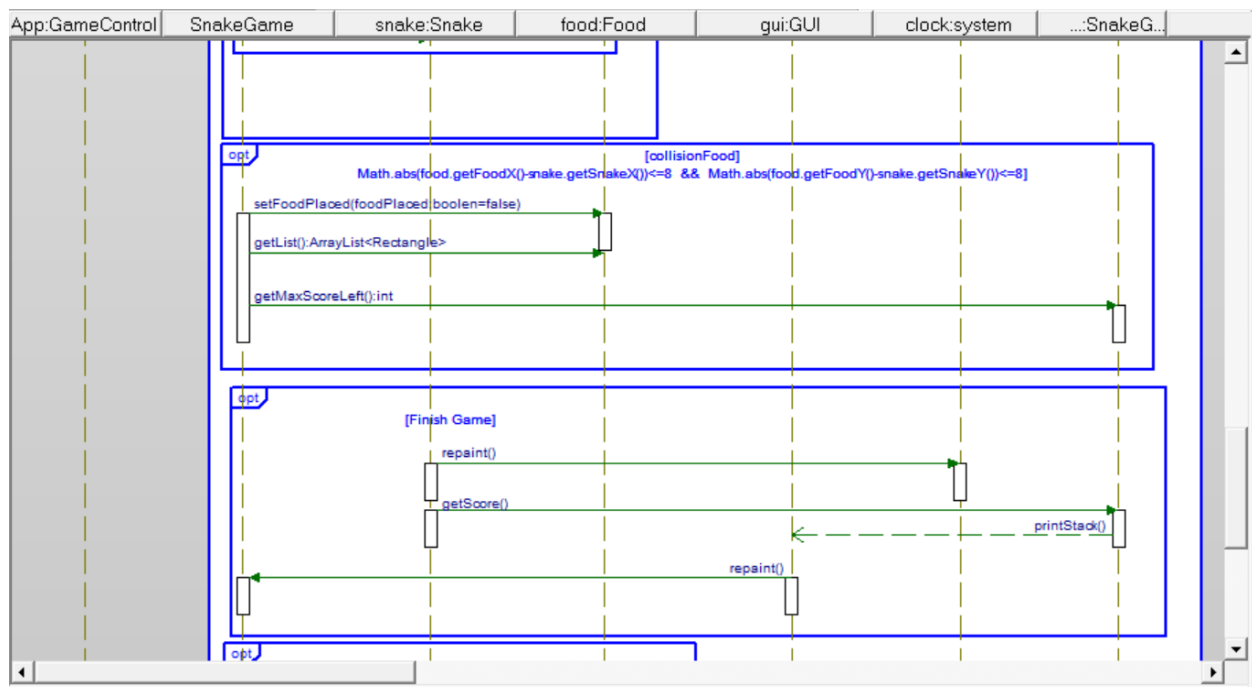


Collision Food:



Finish Game:

It gets the score and print on screen.



Task 2: State Diagram

1. Upon on start of game the startMenu is displayed.
2. When the played selects the newGame then the game is in the run () state.
3. When the game is paused then it's in paused state.
4. From pause state upon unpause then it moves to run () or upon restart it goes to restartGame.
5. Upon exit from start or startMenu or pause then the game terminates.

