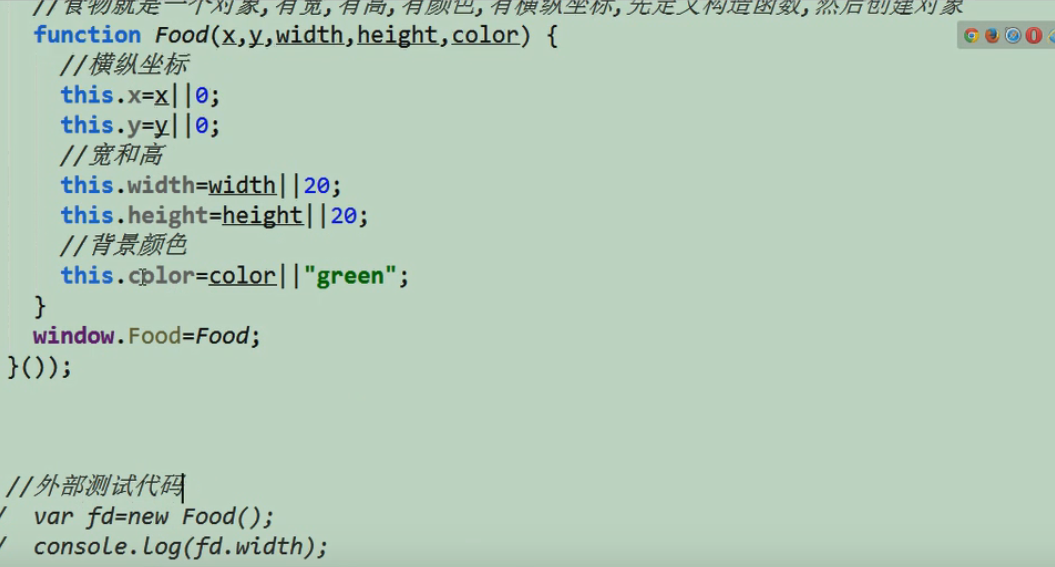
1. 画地图



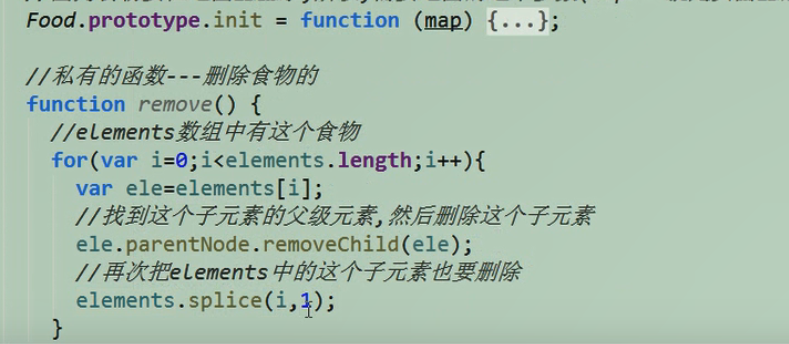
1. 创建食物



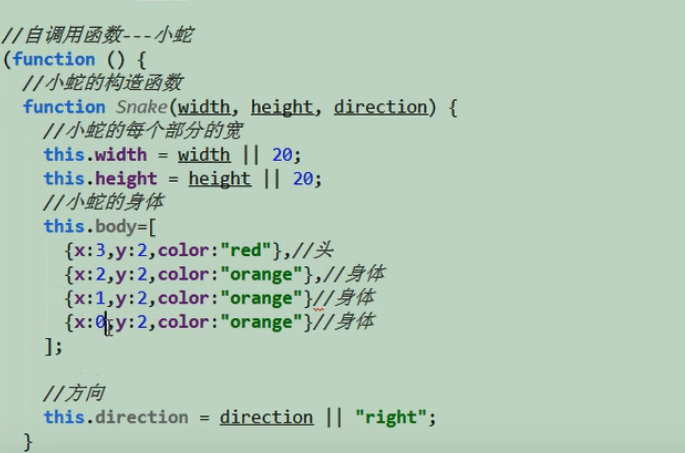




在init初始化函数中调用这个删除方法

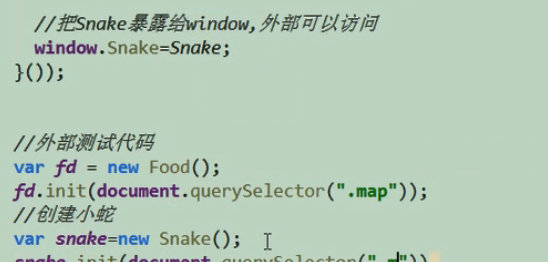


1. 小蛇
2. 小蛇的构造函数

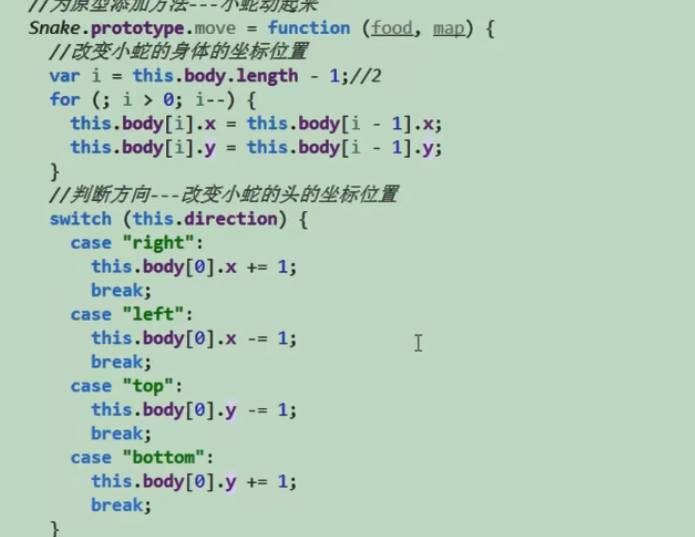


2小蛇初始化

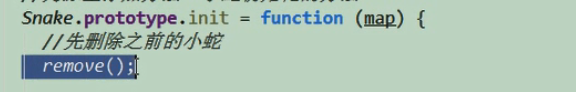


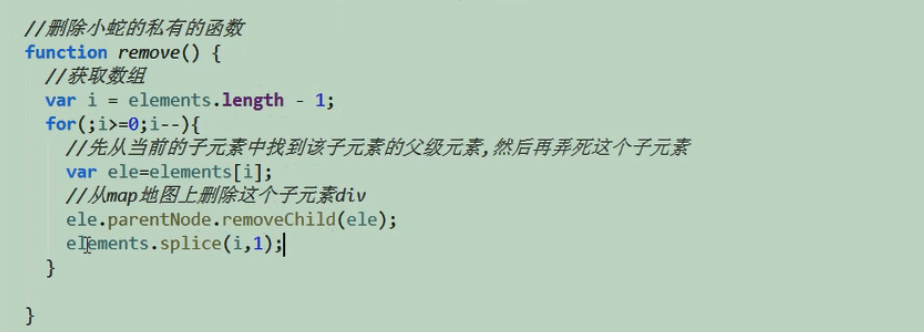


3.小蛇移动的坐标



1. 初始化游戏对象





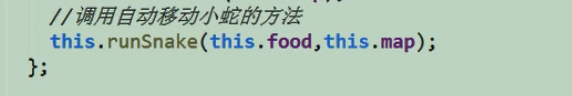


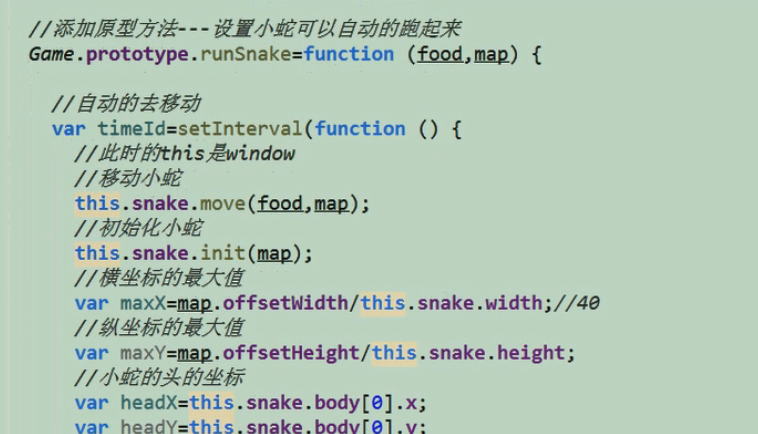
进行初始化

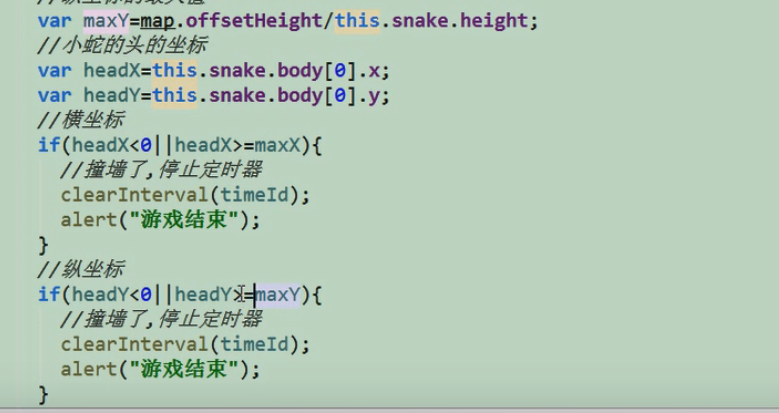




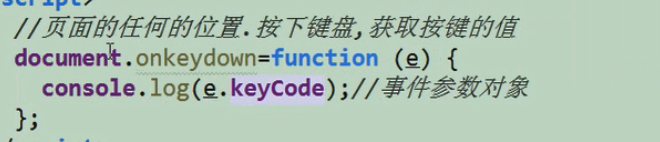
1. 小蛇自动移动与游戏结束的设置



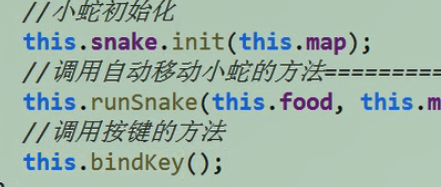


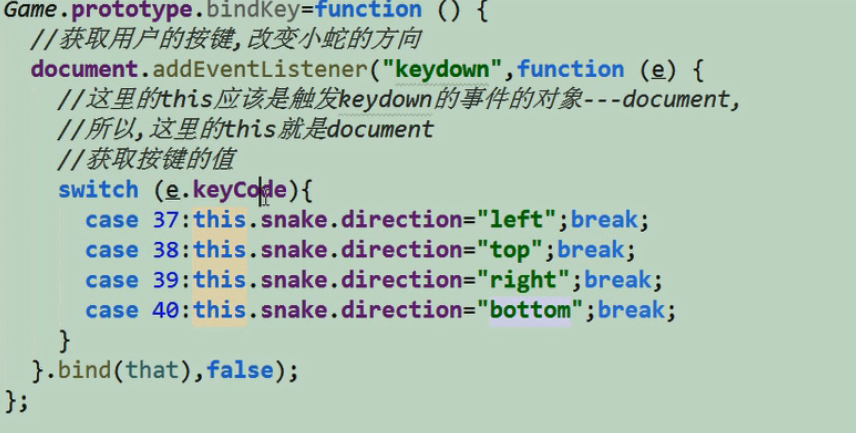


1. 获取键盘按下的值

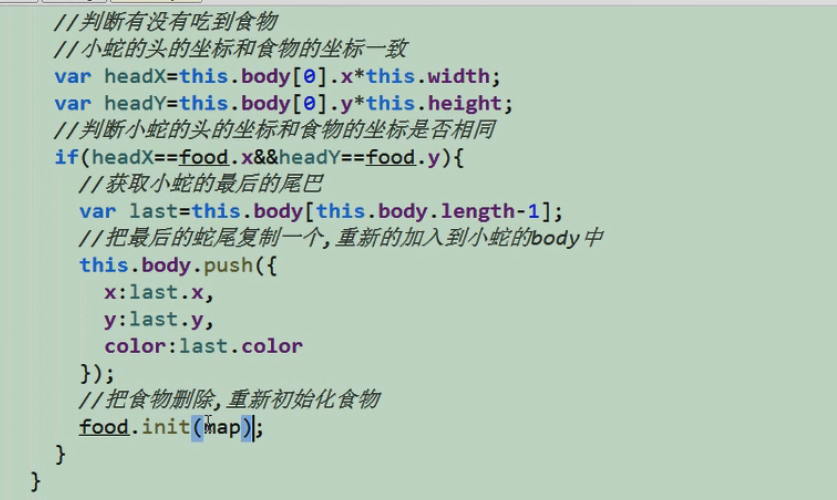


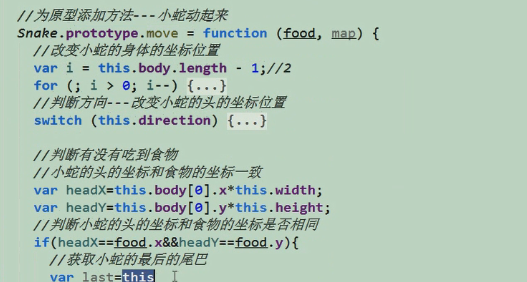
1. 设置小蛇移动方向





8.吃食物功能





三．思路总结

