

Delivery #1: Project analysis

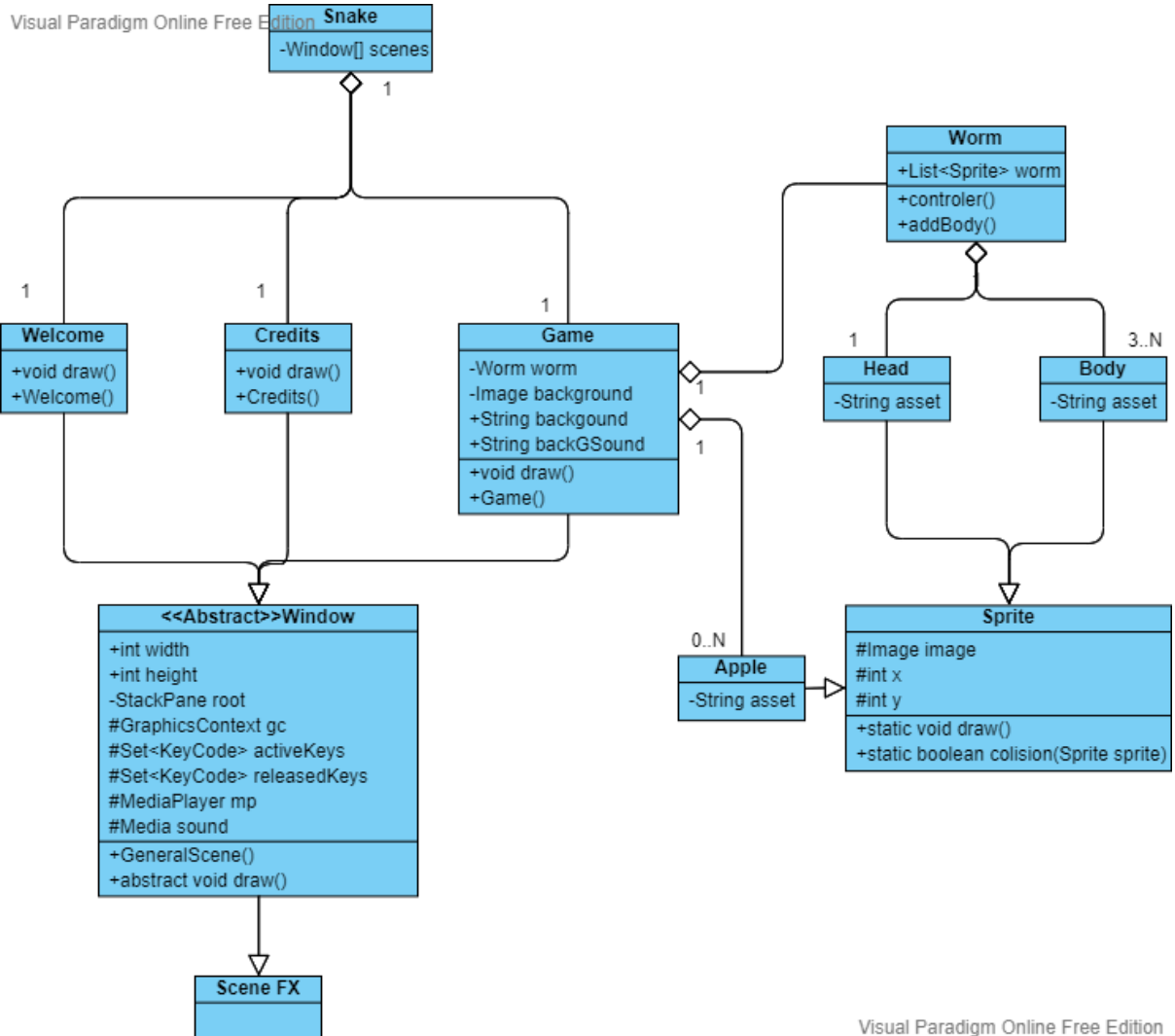
Introduction:

The Snake is a javafx game where we can move a worm that can move and eat random apples that appear. You lose if it touches the map limits or eats his own body. When the worm eats an apple, it gives score and more size.

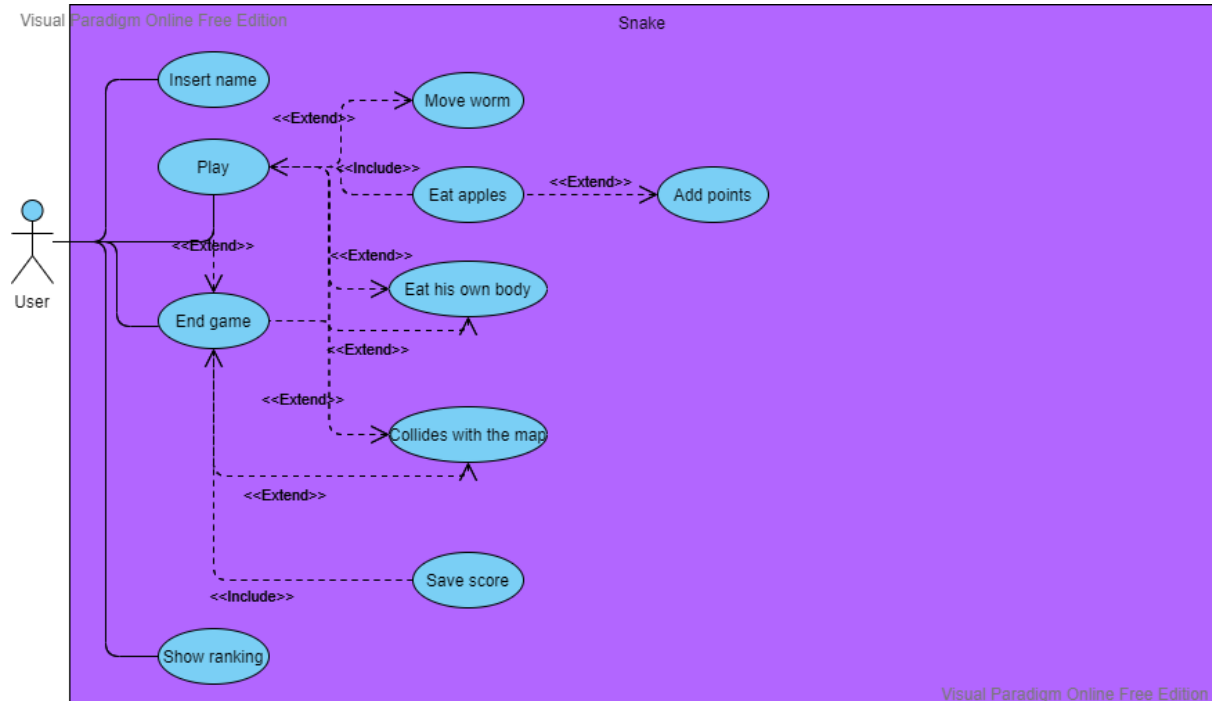
Requirements specification:

1. System requirements:
 - We need a computer to play this game.
2. Functional requirements:
 - User:
 - The user can insert his name before pressing the play button.
 - The user can move the worm around the map with the movement keys.
 - System:
 - When the worm eats one apple the system adds points to the score.
 - The system checks if there is a collision with the map or worm body if so, the game ends.
 - The system saves the score with his name when the game finishes.
 - The system shows the credits.
 - The system shows the welcome message with a ranking with the best scores and his names.
3. Non-Functional requirements:
 - The game must be simple to play.

Class Diagram



Case Diagram



Activity Diagram

