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|  | **AGH – UNIVERSITY OF SCIENCE AND TECHNOLOGY** |

Project documentation for

**Snake SFML**

**Object-oriented programming languages**

Electronics and Telecommunication EN, III year

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# Project description

Snake game with 2D graphic interface.

# User’s manual

The goal of the game is to get the highest possible score, by eating apples. When you eat yourself, you lose the game.

**Game control**

Use arrow keys to control snake.

Use ‘P’ to pause game.

Use ‘U’ to unpause game.

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# Compilation

Download and install cmake from [www.cmake.org](http://www.cmake.org).

Download SFML library from [www.sfml-dev.org](http://www.sfml-dev.org).

Build a game using cmake file.

# Source files

* display.hpp, display.cpp - declaration and implementation of the display functions
* fruit.hpp, fruit.cpp - declaration and implementation of the apple functions
* game.hpp, game.cpp - main game file
* logic.hpp, logic.cpp - declaration and implementation logic of the game
* main.cpp - call out game
* score.hpp, score.cpp - declaration and implementation of score function
* snake.hpp, snake.cpp - declaration and implementation of snake behaviour

# Dependencies

The following external libraries are used in the project:

* SFML - software development library designed to provide a simple application programming interface - [www.sfml-dev.org](http://www.sfml-dev.org)

# Class description

In the project the following classes were created:

* Fruit - represents all the actions on apple
* Score - gets actual, and highest score
* Snake - contains mechanics of snake

# Resources

In the project the following resources are used:

* none

# Future development

Availability to add some animations, sounds, or improve game mechanics.

# Other

None