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CS410

CS410 Rust Writeup

For my final Rust program, I implemented a snake game with a slight variation. The game features no walls so the snake can move around freely and collect apples. The twist is that everytime an apple is collected, a poisonous apple appears randomly on the screen. Once a user cannot maneuver properly to collect a regular apple it is game over.

One thing that worked well for me in this project was looking at as many tutorials as I could regarding Piston, the software used to generate the graphics of the game. It amazed how in the end, games all come down to various data structures of code and how you utilize them.

One thing that did not work well for me was learning something new within a short period of time. Rust is a very specific language and you have to do things a very specific way to be able to get your code to compile. Making a game in this language was very challenging, but well worth it because I learned a lot by finally making my first game, especially in a challenging language that teaches you a lot of neat tricks. I learned to write and debug code in a very different language than anything I have been used to in the past.