

Snake

Group 25

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解釋各個 **function** 如何實作

initSnake- This procedure initializes the snake to the default position.

clearMem- This clears the framebuffer, resets the snake position and length, set all flags to default.

startGame- This is the main process.

EstartGame- This is the main process for colorful mode.

MoveSnake- This updates the framebuffer, moving the snake.

EMoveSnake- Moving the colorful snake!

createFood- This generates food for the snake.

EYcreateFood- This create yellow food in colorful mode.

ERcreateFood- This create red food in colorful mode.

accessIndex- This procedure accesses the framebuffer.

saveIndex- This accesses the framebuffer and writes a value to the pixel.

Paint- This reads the contents of the framebuffer, pixel by pixel, and giving it color.

EPaint- This is the Paint in colorful mode!

GenLevel- This generating the level obstacles. There are three!

詳細操作說明

(See description in .asm!)

demo 截圖

Main Manu



Colorful Mode

