

snake for practicing git skills

woo

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1 Introduction

It's a simple snake game and its rule just like others. The first version is finished by myself, and the following updates is completed by AI.

2 AI Key Words

- ” 如何实现按键响应” and ” 你没有把终端设置改回去把” for the feature of without erntering erntering
- ” 把输出改成原地刷新（使用 ncurses 或 ANSI 清屏），避免大量滚屏” for outputing timely
- ” 增加蛇碰到自己后死亡的机制” for fixing the bug that the snake won't die when touching itself
- ” 修复蛇能立刻反向的 bug”

3 Git Log

d82a027 (HEAD -> code, origin/code) fix: fix the bug snake can take a 180 dgree turn
f565bfb fix:fix the bug snake won't die if touching itself
7e4863e refactor: use macro to define constant value
f14a35d feat:refresh the output instead of rolling The previous version keeps outputing. Now use ANSI to refresh the terminal.

aff7c65 feat: enable user to play without entering enter The previous version need player to type enter before the programme can output.Reset the terminal sttings allows the current version to output stinely.

0a772ce initial

fa8bb52 (origin/main, main) initial