

snake for practicing git skills

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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

3 Git Log