File structure

main.c

- initialize SDL window
- initialize game
- main loop
  - processInputEvents
  - runGameCycle
- uninitialize SDL

menu.c

- **showStartScreen**()
- **showLeaderboard**()
- **showSettings**()
- **showPauseScreen**()
- **menuHandleInput**(event)

render.c

- **renderGame**(game, snake)
  interface to STL framework

input.c

- **processInputEvents**(gameData_t)

game.c

- **gameInit**()
  - init snake
  - place food
  - define initial gameData struct

- **handleCollision**()
- **handlePortals**()

- **runGameCycle**()
  - snake move
  - check eaten
  - snake grow
  - place food
  - handleCollision
  - handlePortal

snake.c

- **snakeInit**()
- **snakeGrow**()
- **snakeMove**()
- **snakeSetDir**(ENUM dir)
- **snakeSetHeadPos**(x y)
- **snakeIsAlive**()

food.c

- **placeFood**(int count)
- **checkEaten**()

ai.c

- initialize ai
- moveAi
  - decision making
- check AI collition (game?)

map.c

- generate map?
  - random map generation based on
  difficulty
- load map preset
  - load from file?
  - store in source file?