


Snake++: File structure + Module assignment

10.11.2023

main.c

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




Julia

menu.c

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


Low prio



Johannes

render.c

- **renderGame()**
interface to STL framework
renders map, snake, food



Julia

input.c


- void **processInputEvents()**



Jonas

game.c


- define global gameData struct
- void **gameInit()**
 - init snake
 - place food
 - define initial gameData struct
 - load map
- void **handlePortals()**
- void **runGameCycle()**
 - check eaten
 - snake grow
 - place food
 - check checksCollided
 - check snakesAlive()
 - handlePortals
 - snake move



Jonas

snake.c

- snake_t **snakeInit()**
- void **snakeGrow()**
- void **snakeMove()**
- void **snakeSetDir**(ENUM dir)
- void **snakeSetHeadPos**(x y)
- bool **snakeCollidesSelf()**




Johannes

food.c

- void **placeFood()**
- bool **checkEaten()**

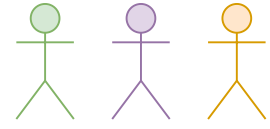
Low prio



Jonas

config.c

define global configuration struct




Julia Johannes Jonas

map.c

- map_t **generateMap**(int difficulty)
- void **loadMap**(char* name)
- void **loadMap**(map_t map)
- bool **checkCollides**(int x, int y)

Low prio



Jonas