


Snake++: File structure + Module assignment

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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** (SDLevent event)


Low prio



Johannes

render.c


- **renderGame()**
interface to STL framework



Julia

input.c


- void **processInputEvents()**



Jonas

game.c


- define global gameData struct
- void **gameInit()**
 - init snake
 - place food
 - define initial gameData struct
 - place random walls (difficulty)
- bool **checkIsCollided()**
- void **handlePortals()**
- void **runGameCycle()**
 - check eaten
 - snake grow
 - place food
 - check checkIsCollided()
 - check snakelsAlive()
 - handlePortals
 - snake move



Jonas

snake.c

- void **snakelnit()**
- void **snakeGrow()**
- void **snakeMove()**
- void **snakeSetDir**(ENUM dir)
- void **snakeSetHeadPos**(x y)
- bool **snakelsAlive()**




Johannes

food.c

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


Low prio



Jonas

config.c

define global configuration struct



Julia Johannes Jonas

map.c [OPTIONAL]

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

Low prio