

贪吃蛇展示

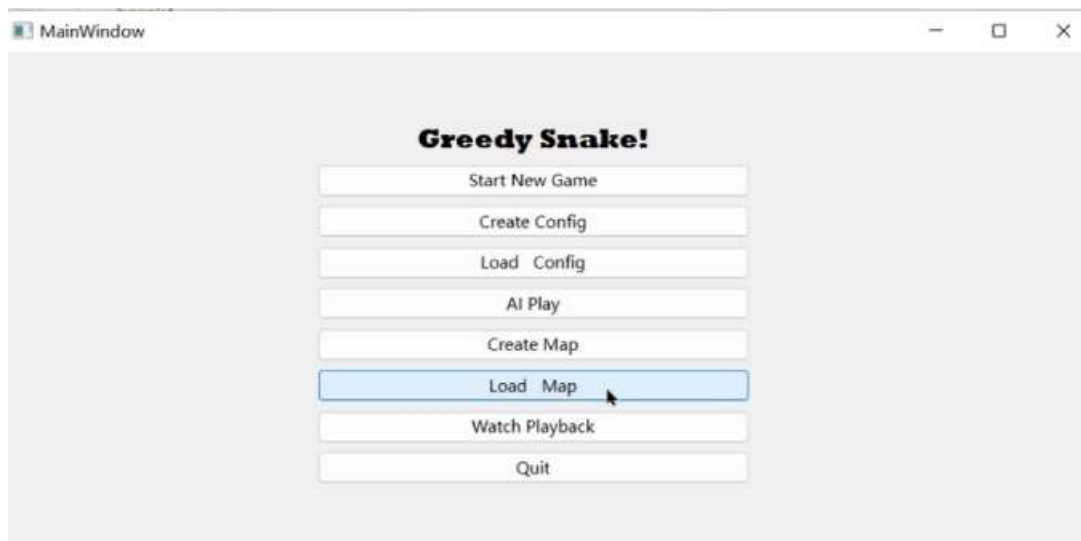


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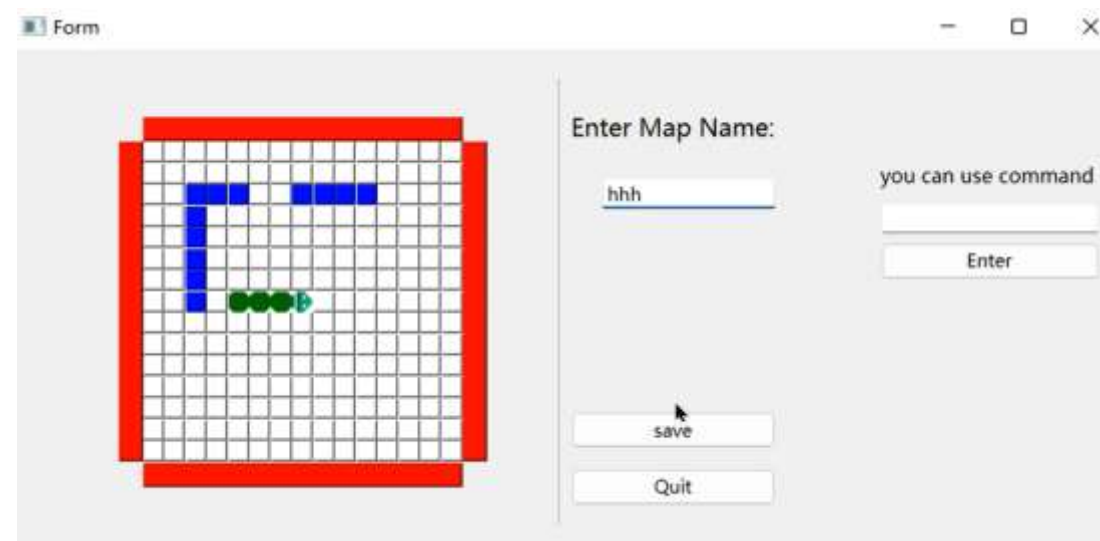
一， 游戏演示



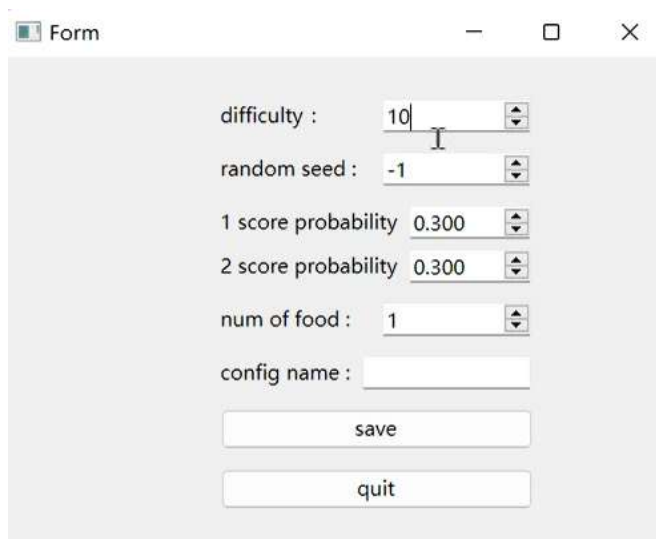
主界面



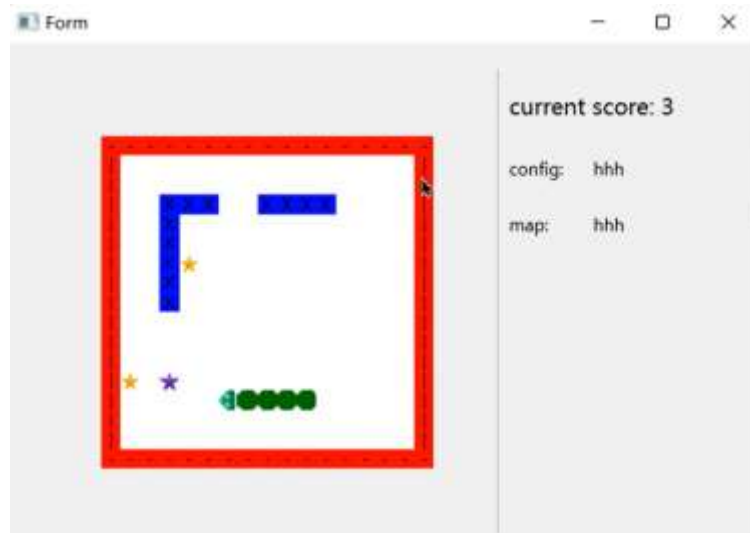
地图编辑



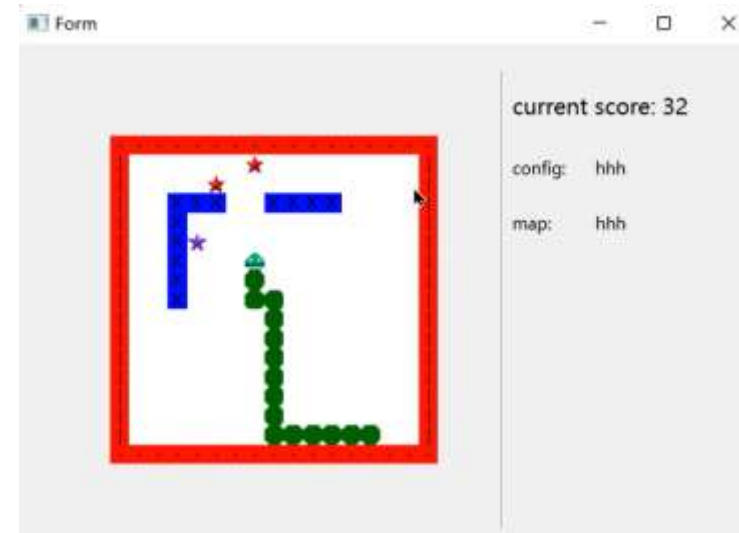
难度编辑



游玩界面



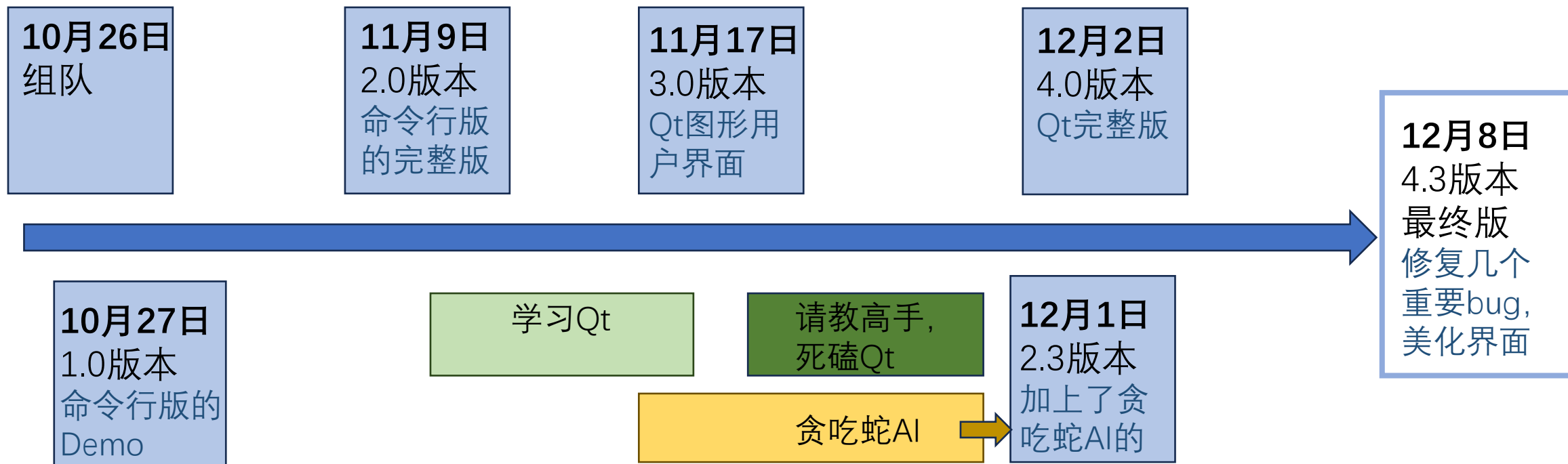
AI代理



二，开发历程



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三，技术感悟



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先建立整体跳转框架
再分别实现函数细节

```
int main() {
    bool flag = true;
    while (true) {
        drawMainUI();
        char key = _getch();

        switch (key) {
            case 'g':
                startNewGame();
                system("cls");
                drawMainUI();
                break;
            case 'q':
                flag = false;
                break;
            case 'i':
                drawCreateConfigUI();
                drawMainUI();
                break;
            case 'u':
                drawLoadConfigUI();
                drawMainUI();
                break;
        }
    }
}
```

```
E:\school\C++\SnakeGame\x64\I
*****Greedy Snake!*****
g to start
q to quit
v to use ai
i to create new config
u to load config
r to watch playback
m to load map
n to create new map
*****
```

三，技术感悟

```
Snake snake = { RIGHT, {width / 2, width / 2} };
Food* foods = new Food[gameconfig.FoodQuantity];
for (int i = 0; i < gameconfig.FoodQuantity; i++) {
    foods[i] = randomOneFood(gameconfig.FoodQuantity);
    if (foods[i].score == 0) {
        drawGameOver(snake, foods, gameconfig.FoodQuantity);
        return;
    }
}
```

```
initMap(snake, foods, gameconfig.FoodQuantity);
int currentScore = 0;
drawGameUI(snake, foods, currentScore, gameconfig.FoodQuantity);
while (true) {
    auto startTime = chrono::system_clock::now();
    char lastKey = '\0';

    while (chrono::duration_cast<chrono::seconds>(chrono::system_clock::now() - startTime) < 1) {
        if (_kbhit()) {
```

//游戏界面绘制













```
void drawGameUI(Snake snake, Food* foods, int currentScore, int FoodQuantity) {
    system("cls");
    cout << "current score: " << currentScore << endl;
    cout << "config: " << gameconfig << endl;
    cout << "map: " << map << endl;
```

```
for (int i = 0; i < map.yLength + 2; i++) {
    if (map.upWall) cout << ANSI_COLOR_RED << "+" << endl;
    else cout << ANSI_COLOR_GREEN << "-" << endl;
}
cout << endl;
/*x是横坐标*/
for (int i = 0; i < map.yLength; i++) {
    if (map.leftWall) cout << ANSI_COLOR_RED << "+" << endl;
    else cout << ANSI_COLOR_GREEN << "|" << endl;
    for (int j = 0; j < map.xLength; j++) {
        switch (map.data[j][i]) {
```

“前后端分离”

三，技术感悟

版本控制+大胆修改

 SnakeFoP_Ver3	Update to Ver3
 SnakeFoP_Ver4.1	Add files via upload
 SnakeFoP_Ver4.2	Add files via upload
 SnakeFoP_Ver4.3_FinalVersion	Add files via upload
 SnakeFoP_Ver4	Add files via upload
 picture	Add files via upload
 .gitattributes	Initial commit
 SnakeFoP_Ver2.1.cpp	Add files via upload
 SnakeFoP_Ver2.2.cpp	Add files via upload
 SnakeFoP_Ver2.3.cpp	Create SnakeFoP_Ver2.3.cpp
 SnakeFoP_Ver2.cpp	Add files via upload
 SnakeFoP_Ver3.pro.user.luoyihe	update to ver3

四，提升空间



四，提升空间

- 背景音乐，音效
- 局域网P2P对战
- 更加丝滑的动画，更加精美的界面
-

谢谢！



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