

贪吃蛇展示

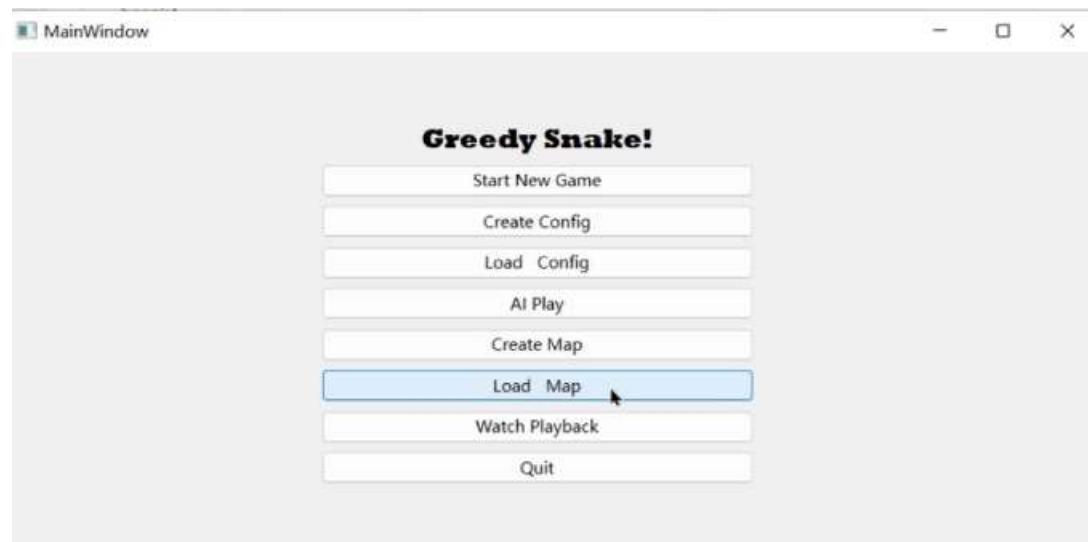


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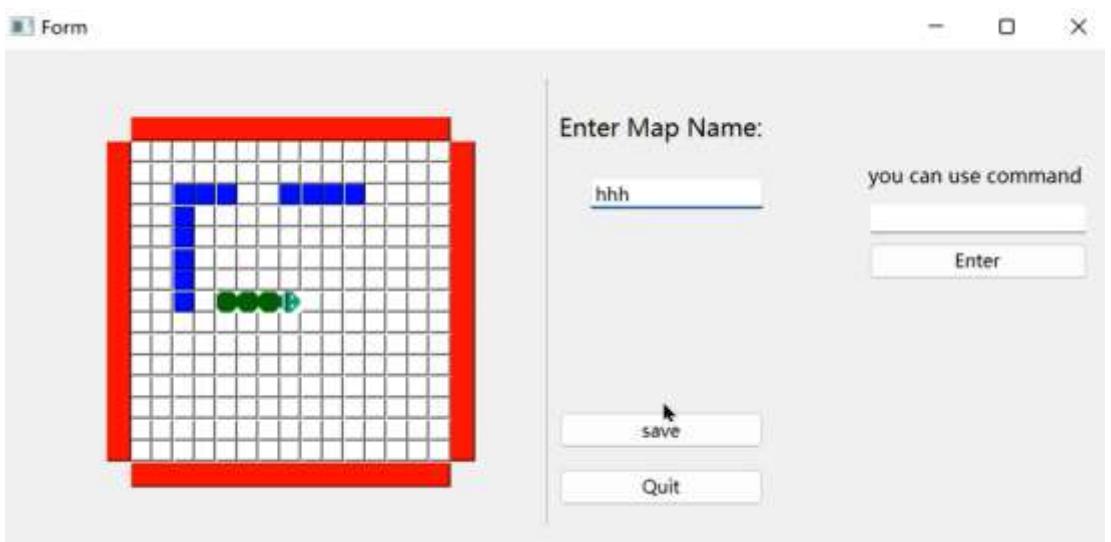
一，游戏演示



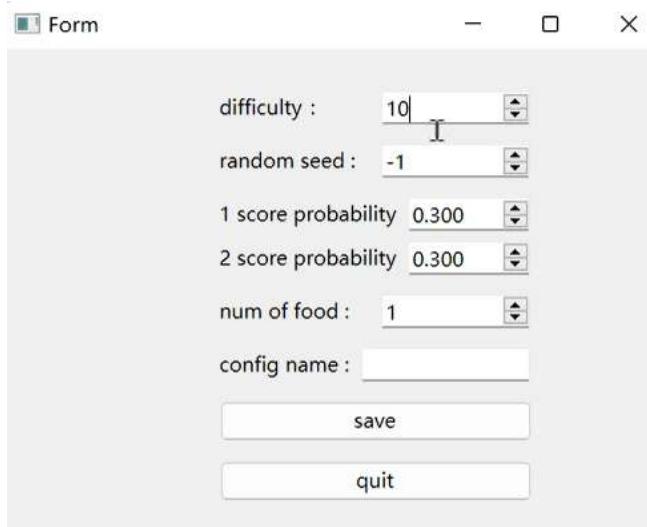
主界面



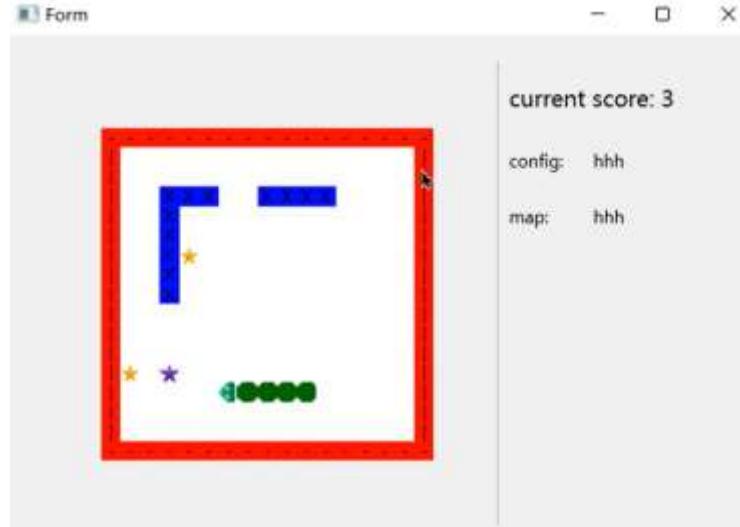
地图编辑



难度编辑



游玩界面

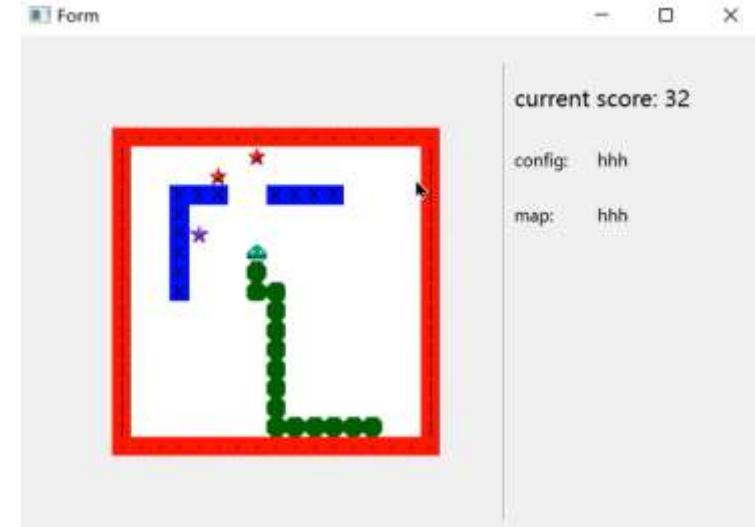


current score: 3

config: hhh

map: hhh

AI代理



current score: 32

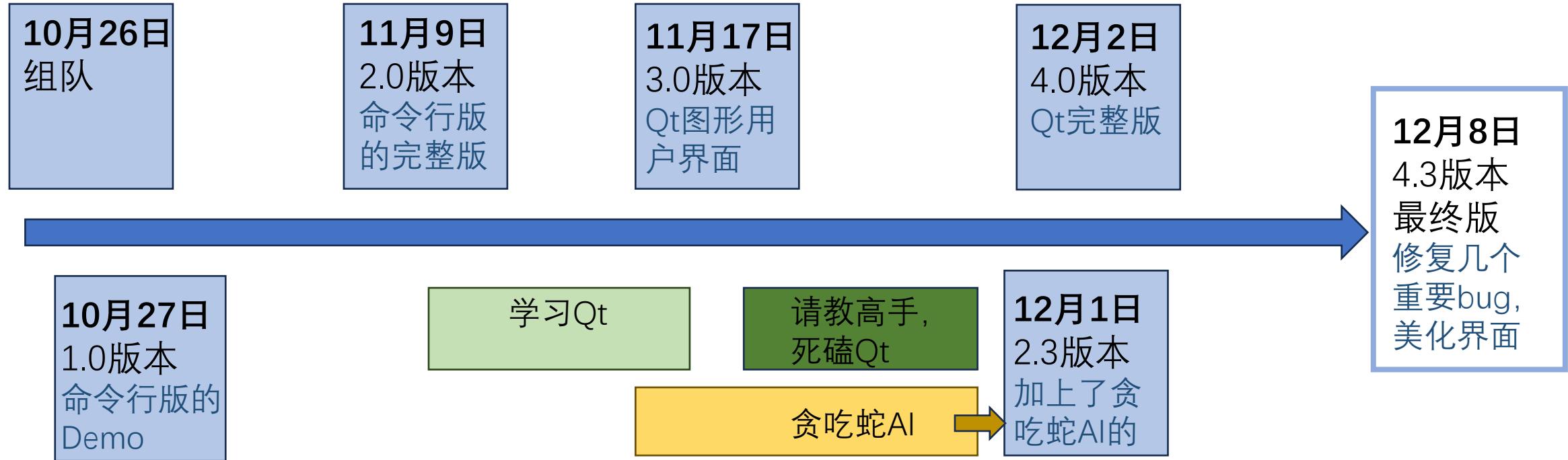
config: hhh

map: hhh

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();
        }
    }
}
```

```
E:\school\C++\SnakeGame\x64\l
*****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
Food* foods = new Food[gameconfig.Food
for (int i = 0; i < gameconfig.FoodQua
    foods[i] = randomOneFood(gameconfig
    if (foods[i].score == 0) {
        drawGameOver(snake, foods, game
        return;
    }
}

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

    while (chrono::duration_cast<chron
        if (_kbhit()) {
```

```
//游戏界面绘制
void drawGameUI(Snake snake, Food* foods, in
system("cls");
cout << "current score: " << score << en
cout << "config: " << config.Config
cout << "map: " << config.MapName

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

“前端分离”

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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