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| Challenge 22: Snake |
| General Goal *In this challenge you are going to create a snake-type game. We also explore new mechanisms in Gdevelop.* |
| Learning Objectives In the end of this challenge, you will be able ...:   * *To understand how code is treated by a computer and what is the role of a compiler.* * *To be familiar with the concept of low and high level languages and understand what their differences are and what is required to code in either of them.* * *To have experience with a visual programming suite and be able to code standard small piece of software with it.* * *Know what statements and command lines are and what they mean for a compiler.* * *To be able to write instructions using correct syntax and with minimal errors.* * *Know what operators are, what they do and which symbols stand for which operators.* * *To be able to understand the assignment of values to variables and how to change them.* * *To know all the basic arithmetic operations and how to use them.* * *Recognize and know how to use all the data structures related to numbers.* * *To know the structures linked to the use of text, such as strings and characters.* * *To be able to use If statements correctly to execute code according to a certain defined fixed condition.* |
| Description *This game is a little bit more difficult than the preceeding ones, so be attentive. You were provided with a setup that is meant to work as the basis for this snake game. We can move the snake but nothing else works.* |
| Instructions  * *This is your initial setup. There are already some events to make the snake appear and the object that will be eaten. But you should carefully look at the object properties and behaviours. Note that only the Border and PlayerHead are at the scene. Snake movement is with keys A,W,S,D*      * *Let's take a look at some of the code* * *In the beginning of the game, we create the various objects for the game.*      * *And here is how we control the snake. It is different from what we normally do...*      * *When we change the direction, the same happens to the body*      * *Now you are going to create the conditions for eating the point*      * *And loosing the game (hit the border or its own body)* |
| Resources *Not necessary in this challenge.* |