

Lab 6: Snake Game

This lab needs you to transport a Snake Game developed from Processing project to openFrameworks (OF) project, then add several features of your own.

The Snake Game developed by Processing code could be referenced from this YouTube video:

<https://youtu.be/JGW5ecDOjjk>.

1. Use **LinkedList data structure** taught in class to complete transport the Processing code of Snake Game to OF project. You should define a LinkedList class in your project (in header and source separate file definition, you also need define a Node class if necessary).
2. Use functions or class definitions to add Start screen, Play screen, Pause screen and Game Over screen to your snake game and corresponding key control or mouse control feature.
3. Use your favorite Font file to display text on the screen of your Snake game.
4. Add Background Image and Music to your game.
5. Proper memory management.
6. No compiling errors.
7. Good submission.

An example demo I created before can be downloaded here:

Windows (64 bit): [https://s2.smu.edu/~zizhenc/file/SnakeGame%20\(Win%2064%20bit\).zip](https://s2.smu.edu/~zizhenc/file/SnakeGame%20(Win%2064%20bit).zip)

MacOS: [https://s2.smu.edu/~zizhenc/file/SnakeGame%20\(Win%2064%20bit\).zip](https://s2.smu.edu/~zizhenc/file/SnakeGame%20(Win%2064%20bit).zip)

Grading Rubric:

1. Use LinkedList data structure class: 10 pts.
2. Complete transport the whole snake game into OF project: 20 pts.
3. Add three screens and corresponding key control or mouse control: 20 pts.
4. Add Font file, background music and image to your game: 20 pts.
5. Proper memory management: 10 pts.
6. No compiling errors: 10 pts.
7. Good Submission: 10 pts.