Serpent Checkoff Checklist

Randomizer
● Apple appears in random location on screen (after initial placement)

Timer
● Snake moves at a not too fast pace

Snake
● Snake moves in direction last pressed, ignoring the button opposite to current direction
● All segments appear to move forward as the snake moves
● Snake grows by moving head forward while tail remains in place
● Snake detects collisions with self
● Snake detects collisions with edges of screen

Game Logic
● Snake detects collisions with walls
● Game pauses when pause button is pressed
● Snake changes level after reaching appropriate length
● Levels load correctly
● Level resets when collision with self, edge, or wall occurs
● Snake loses life when collision with self, edge, or wall occurs
● Game stops when all lives are lost
● Collisions with apple are detected (snake grows)
● New apple is created in empty spot after old apple is eaten

Graphics
● Graphics differentiates between tile types
● Graphics displays multicolor images for apples and snake segments
● Snake segments are appropriately rotated
● Images progress smoothly (if time permits)
● Graphics displays remaining lives at bottom of screen

NES Handler (if time permits)
● arrow button presses cause snake to move in appropriate direction
● select button causes pause to toggle on and off