

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