



## Урок 8. Создаем игру змейка



Green Snake

A large yellow rectangle is centered on a light grey grid. In the center of the yellow rectangle is a small black square. In the upper right quadrant of the yellow rectangle, there are three small green squares stacked vertically. The yellow rectangle has a grey border. The grid extends to the edges of the main content area.

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```
1 #Hide turtle
2 ht()
3
4 button "Green Snake", ->
5     speed 20
6     box ▼darkgray, ▼650
7     box ▼lightgoldenrodyellow, ▼600
8     easy( )
9
```

```
12 #Easy mode
13 easy = ( ) ->
14     await done defer()
15 #Set variables, interface, speed
16 direction = 2
17 scorestat = 0
18 speed Infinity
19 #Create snakehead
20 snakehead = new Turtle
21     color: green
22     height: 20
23     width: 20
```

```
24 #Create pellet
25 pellet = new Sprite
26   color: black
27   height: 20
28   width: 20
29 pellet.ht()
```

```
30 pellet.jumpto (random [-280..280]), (random [-280..280])
31 pellet.st()
```

```
32 forever 10, ->
33   #Get snakehead location
34   snakeheadlocation = snakehead.getxy()
35   #Move snakehead
36   if pressed "LEFT"
37     direction = 0
38   if pressed "RIGHT"
39     direction = 1
40   if pressed "UP"
41     direction = 2
42   if pressed "DOWN"
43     direction = 3
```

```
44 if direction is 0
45   snakehead.move ▼-30, ▼0
46 if direction is 1
47   snakehead.move ▼30, ▼0
48 if direction is 2
49   snakehead.move ▼0, ▼30
50 if direction is 3
51   snakehead.move ▼0, ▼-30
```



```
52 #Make snakepart at former snakehead location
53 snakepart = new Turtle
54 snakepart.ht()
55 snakepart.speed Infinity
56 snakepart.jumpto ▼ snakeheadlocation
57 snakepart.box ▼ green, ▼ 20
58 snakepart.pause (.2+ (scorestat*.2))
59 snakepart.box ▼ lightgoldenrodyellow, ▼ 22
60 remove snakepart
```

```
61 | #If snake touches pellet|
62 | if snakehead.touches pellet
63 |   play "_B"
64 |   pellet.jumpto (random [-280..280]), (random [-280..280])
65 |   scorestat = scorestat+1
```

```
66 #If snake leaves box or hits self
```

```
67 if (snakehead.touches darkgray) or (snakehead.touches green)
```

```
68   box ▼ lightgoldenrodyellow, ▼ 600
```

```
69   remove pellet
```

```
70   remove snakehead
```

```
71   play "D"
```

```
72   pause 2
```

```
73   stop()
```

```
74 #If pellet spawns on snake  
75 while pellet.touches green  
76 pellet.jumpto (random [-280..280]), (random [-280..280])  
77
```



# Пройди тестирование

<https://docs.google.com/forms/d/19Zf3nOOTMddMueu5g7F7bZZGRmOXmAcr5GhXeXjfpjc/edit>



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