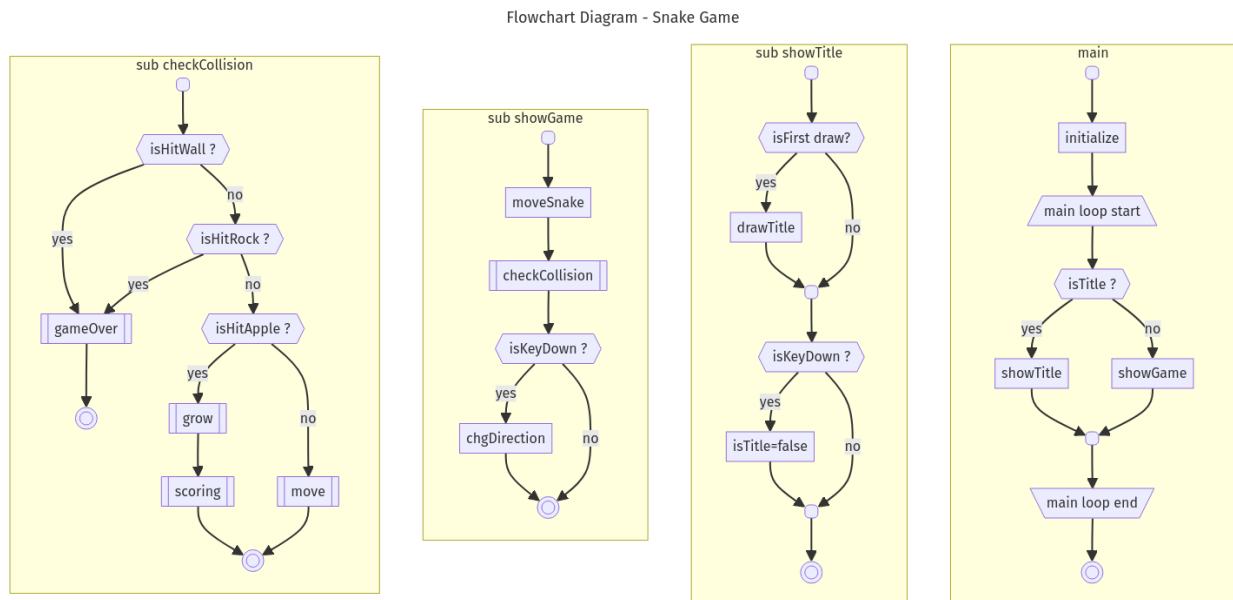


SnakeGame - flowchart diagram

flowchart



code[memaid]

```
---
title: Flowchart Diagram - Snake Game
---
flowchart TD
```

```
subgraph main
  mainStart( )
  --> initialize
  --> loop_main[/main loop start/]
  --> isTitle{{isTitle ?}}
  isTitle --> |yes|showTitle[showTitle]
  isTitle --> |no|showGame[showGame]
  showTitle --> endIsTitle( )
  showGame --> endIsTitle
  --> endloop_main[/main loop end/]
  --> mainStop((( )))
end
```

```
subgraph sub showTitle
  ttlStart( )
  --> isFirstTtl{{isFirst draw?}}
  isFirstTtl --> |yes| drawTitle
  drawTitle --> endIsFirstTtl( )
  isFirstTtl --> |no| endIsFirstTtl
  endIsFirstTtl --> isKeyDownTtl{{isKeyDown ?}}
  isKeyDownTtl --> |yes| ttlFalse[isTitle=false]
  ttlFalse --> endIsKeyDownTtl
  isKeyDownTtl --> |no| endIsKeyDownTtl( )
  --> ttlStop((( )))
end
```

```
subgraph sub showGame
  gmStart( )
  --> moveSnake
  --> checkCollision[[checkCollision]]
  --> isKeyDownGm{{isKeyDown ?}}
  isKeyDownGm --> |yes| chgDirection
  chgDirection --> gmStop((( )))
  isKeyDownGm --> |no| gmStop
end
```

```
subgraph sub checkCollision
  chkColStart( )
  --> isHitWall{{isHitWall ?}}
  isHitWall --> |yes| gameOver[[gameOver]]
  isHitWall --> |no| isHitRock{{isHitRock ?}}
  isHitRock --> |yes| gameOver
  gameOver --> chkColExit((( )))
  isHitRock --> |no| isHitApple{{isHitApple ?}}
  isHitApple --> |yes| grow[[grow]]
  grow --> scoring[[scoring]]
  isHitApple --> |no| move[[move]]
  scoring --> chkColStop((( )))
  move --> chkColStop
end
```
