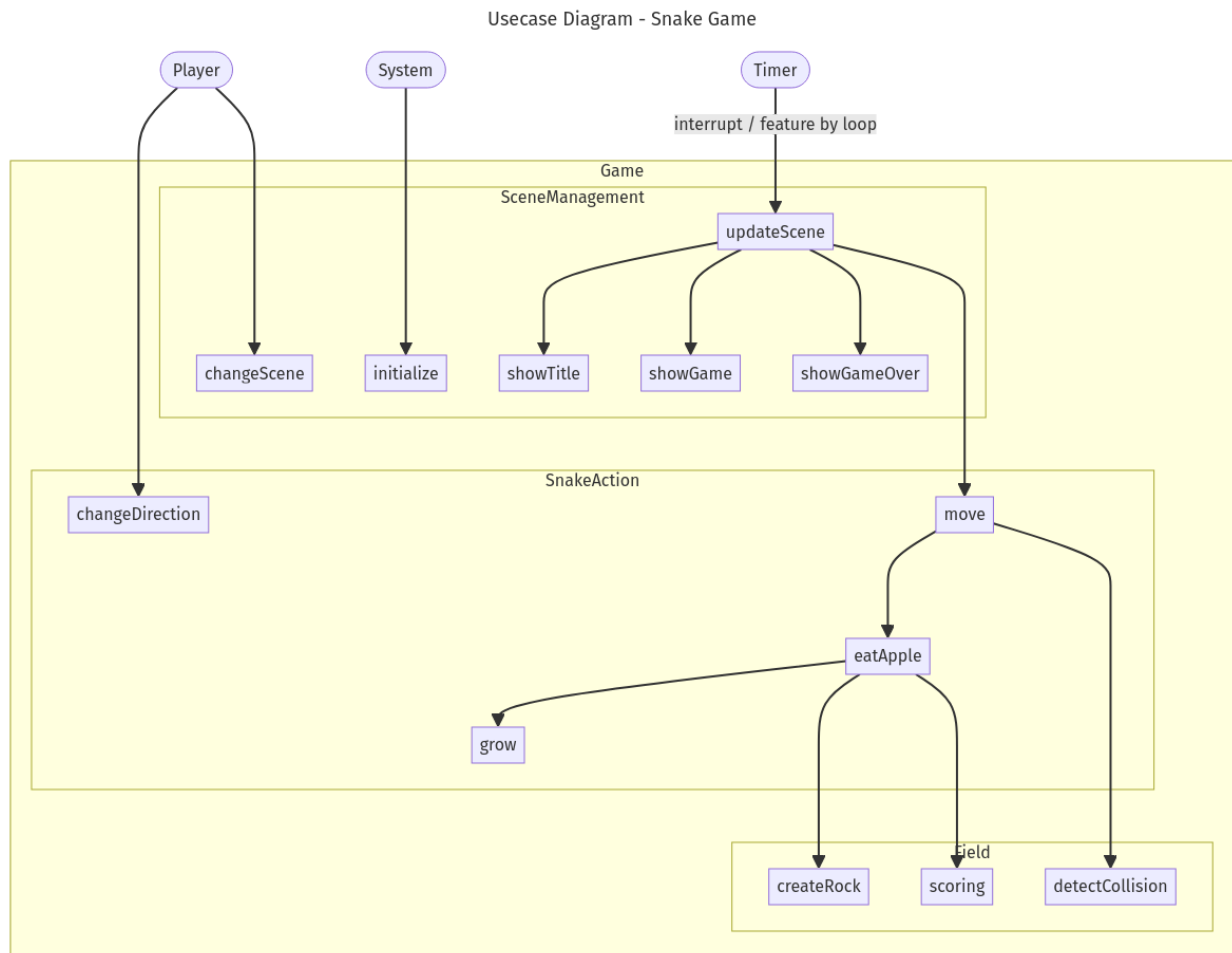


SnakeGame - usecase diagram

usecase



code[memaid]

```
---
title: Usecase Diagram - Snake Game
---
flowchart

actSystem([System])
actPlayer([Player])
actTimer([Timer])
```

```
subgraph Game
  subgraph Field
    ucCreateRock[createRock]
    ucScoring[scoring]
    ucDetectCollision[detectCollision]
  end
  subgraph SceneManagement
    ucChangeScene[changeScene]
    ucUpdateScene[updateScene]
    ucInitialize[initialize]
    ucShowTitle[showTitle]
    ucShowGame[showGame]
    ucShowGameOver[showGameOver]
  end
  subgraph SnakeAction
    ucChangeDirection[changeDirection]
    ucMove[move]
    ucEatApple[eatApple]
    ucGrow[grow]
  end
end

actPlayer ----> ucChangeScene
actPlayer ----> ucChangeDirection
actSystem ----> ucInitialize
actTimer -->|interrupt / feature by loop| ucUpdateScene

ucUpdateScene ---> ucShowTitle
ucUpdateScene ---> ucShowGame
ucUpdateScene ---> ucShowGameOver
ucUpdateScene ----> ucMove
ucMove ---> ucDetectCollision
ucMove ---> ucEatApple
ucEatApple --> ucGrow
ucEatApple --> ucScoring
ucEatApple ---> ucCreateRock
```
