Snake game (QBasic programming example for Youtube – © Joel Yliluoma)

DEFINT A-Z
SCREEN 13 ' sets 320x200 256-color VGA mode

SCREEN 0,1,0,0: WIDTH 80,25

TYPE coord
x AS INTEGER
y AS INTEGER
END TYPE

CONST maxsnake = 50, maxlength = 300
DIM SHARED snake(maxsnake, maxlength) AS coord, head(maxsnake), length(maxsnake), dir(maxsnake) AS coord

CONST voidcolor = 247, bgcolor = 127
CONST shadowcolor = 224
CONST vipercolor = 12

CONST w = 240, h = 160  ' Field width and height... Coincidentally the same as GBA

DEF FNblank(c) = (c>16) ' Simple test of pixel color indicates floor

FOR y=0 TO h-1: Plot 0,y, wallcolor: Plot w-1,y, wallcolor: NEXT
FOR x=0 TO w-1: Plot x,0, wallcolor: Plot x,h-1, wallcolor: NEXT ' Draw walls

SnakeMoveTo 1, w¥2, h¥2 : SetDir 1,3 : length(1) = 10

Subscribers may also want to check out this video: "QBasic Programming for DOS Games" by Joel Yliluoma.

This is from Nibbles!

DEF FNX(s) = snake(s,head(s)).x + dir(s).x DEF FNY(s) = snake(s,head(s)).y + dir(s).y

ACCEESSORS FOR THE SNAKE'S NEXT POSITION
DEF FNblank(POINT(FNX(s),FNY(s))) THEN PSET(FNX(s),FNY(s)),shadowcolor ELSE PSET(FNX(s),FNY(s)),bgcolor

IF FNblank(POINT(FNX(s),FNY(s))) THEN SnakeAi s

SnakeMoveTo 1, FNx(1), FNy(1)

FOR c=0 TO 4 FOR c=0 TO 4 FOR c=0 TO 4 FOR c=0 TO 4
SetDir s, (d+c)MOD 4
END IF

AI does not die, it just rebirths
SnakeMoveTo s, INT(RND*(w-4))+2, INT(RND*(h-4))+2
SnakeAi s ' choose a direction
length(s)=2+INT(RND*(maxlength-2))

If FNblank(POINT(FNX(s),FNY(s))) THEN PLOT(FNX(s),FNY(s)),shadowcolor ELSE PLOT(FNX(s),FNY(s)),bgcolor

SnakeAi ai,counter+2 ' Run someone's AI (rotating turns)
ai,counter=ai,counter+1 MOD (maxsnake-1)

Read and interpret input (arrow keys, q and esc)
y$ = INKEY$ c = INSTR("HPRMQ",CHR$(27). RIGHT$(y$+.1))

Run AI on demand (if impending collision)
SnakeMoveTo s, FNX(s), FNY(s)

End GameOver ' simple as that

END SUB

END TYPE

END

The End — written in January 2010.