

## CSE 3302/5307 Lab Assignment 2

Due October 23, 2014

### Goals:

Understanding of Scheme/Racket.

### Requirements:

1. Modify the *Realm of Racket* Robot Snake game to provide a training mode:
  - a. Snake collisions with a wall are ignored, i.e. the snake stops moving forward and goos do not age.
  - b. Collisions of the snake with itself are ignored (like 1.a.)
  - c. Attempts to reverse the direction of the snake head should not terminate the game.
  - d. Training mode is initiated by `(start-snake2 initial-goo-count)`, where *initial-goo-count* sets the number of goos to be eaten.
  - e. Expired (“rotten”) goos are still to be replaced by fresh goos, but eaten goos are not replaced.
  - f. A training session is terminated when no goos remain. A congratulatory message should be produced.
2. Submit your `.rkt` file on Blackboard by 1:45 p.m. on October 23.

### Getting Started:

1. You may change the value of `TICK-RATE`. (Sourabh will also change it.)
2. While in this new training mode, the snake can become pinned in a corner or wrapped within itself. You are not expected to detect such “workspace singularities”.
3. You are not obligated to use the test cases in the distribution.