**Snake Game**

**This game is not using any JavaScript based framework for the game, instead I will be using html for structure, CSS and Sass for design, and JavaScript for functional logic.**

**Components needed are: -**

**Playing area, snake, food, score, speed level, play button and pause button.**

**Function’s required: -**

1. **Clear play area to remove previous data**
2. **Start Game**
3. **Draw Snake**
4. **Food rendering function**
5. **Pause game function**
6. **Function to read the location of snake**
7. **read arrow keys function for movement →↑↓←.**