**Snake Game Project**

**Objective:**

Create a simple Snake Game using HTML, CSS, and JavaScript.

**Game Requirements:**

**Game Container**

* ID: gameContainer
* Height and Width: 400px x 400px
* Grid layout with 40x40 separate pixels, each with a unique ID (pixel1, pixel2, etc.)

**Game Elements**

* **Food**:
  + Class name: food
  + ID format: pixel:id (e.g., pixel1)
* **Snake Body Pixel**:
  + Class name: snakeBodyPixel
  + ID format: pixel:id (e.g., pixel1)
* **Score Board**:
  + Class name: scoreBoard

**Game Mechanics**

* Snake movement: 1 pixel every 100ms
* Initial snake position: 20th row, 1st column, moving right automatically

**Instructions:**

1. Create the game container with the specified dimensions and grid layout.
2. Implement food and snake body pixels with their respective class names and IDs.
3. Design the score board with the specified class name.
4. Write JavaScript code to handle snake movement, collision detection, and scoring.
5. Ensure the game starts automatically with the snake moving right from the initial position.