

SAMPLE OUTPUTS

Main Menu:

```
//////////SNAKE GAME//////////  
  
1. START NEW GAME  
2. INSTRUCTIONS  
3. HIGHSCORE  
4. CREDITS  
0. EXIT  
ENTER YOUR CHOICE
```

Main Menu when a presaved game is found:

```
//////////SNAKE GAME//////////  
  
1. START NEW GAME  
2. INSTRUCTIONS  
3. HIGHSCORE  
4. CREDITS  
5. CONTINUE PREVIOUS GAME  
0. EXIT  
ENTER YOUR CHOICE_
```

Main menu when a wrong character is given as input:

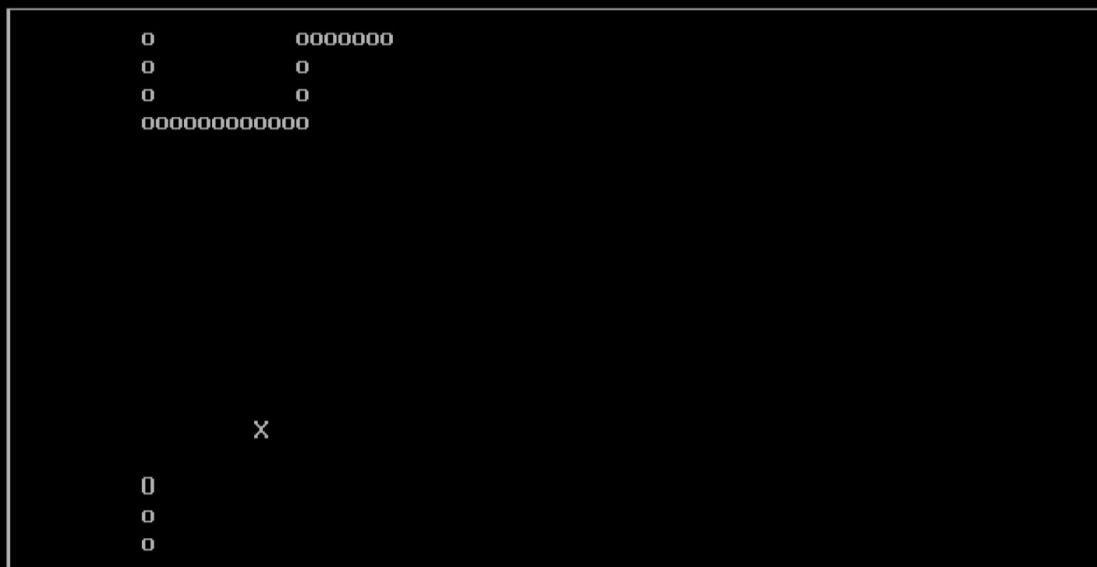
```
//////////SNAKE GAME//////////  
  
1. START NEW GAME  
2. INSTRUCTIONS  
3. HIGHSCORE  
4. CREDITS  
0. EXIT  
  
INVALID INPUT!!!!!!  
RE-ENTER YOUR CHOICE_
```

Gameplay:

```
                                x  
                                000000000000000000000000  
                                0  
                                000  
  
SCORE: 120      Highscore= 485  
Press p to pause    x to exit without saving_
```



SCORE: 120 Highscore= 485
Press p to pause x to exit without saving_



SCORE: 130 Highscore= 485
Press p to pause x to exit without saving_

When the game is paused:

```
//////////SNAKE GAME//////////  
//////////-----PAUSED-----//////////
```

```
Press p to play.  
Press s to save and exit.  
Press x to exit without saving._
```

After Game Over:

```
//////////-----GAME OVER-----//////////
```

```
Your score : 80
```

```
Press x to exit.
```

After Gameover if highscore is achieved:

```
////////////////-----GAME OVER-----////////////////
```

```
Congratulations!! High score !!Your score : 60
```

```
Press x to exit.
```