* Write a C program snake that implements the classic snake game.
* The snake pit:
  + The snake pit is the area where the snake can move.
  + The snake pit must utilize all available space of the current terminal window.
  + There must be a visible border delineating the snake pit.
* The snake:
  + The initial length of the snake is three characters.
  + Initial direction of the snake's movement is chosen randomly.
  + The user can press one of the four arrow keys to change the direction of the snake's movement.
  + The snake's speed is proportional to its length.
* The trophies:
  + Trophies are represented by a digit randomly chosen from 1 to 9.
  + There's always exactly one trophy in the snake pit at any given moment.
  + When the snake eats the trophy, its length is increased by the corresponding number of characters.
  + A trophy expires after a random interval from 1 to 9 seconds.
  + A new trophy is shown at a random location on the screen after the previous one has either expired or is eaten by the snake.
* The gameplay:
  + The snake dies and the game ends if:
    - It runs into the border; or
    - It runs into itself; or
    - The user attempts to reverse the snake's direction.
  + The user wins the game if the snake's length grows to the length equal to half the perimeter of the border.