SnakeGame

- canvas:HTMLCanvasElement
- ctx: CanvasRenderIngContext2D
- snakeParts: Array
- speed: Int
- tileCount: Int
- tileslze: Int
- headX: Int
- heady: Int
- tailLength: Int
- appleX: Int
- appleY: Int
- xVelocity: Int
- yVelocity: Int
- score: Int
- + constructor(canvas: HTMLCanvasElement)
- + drawGame(): void
- + isGameOver(): boolean
- + drawScore(): void
- + clearScreen(): void
- + changeSnakePosition(): void
- + drawApple(): void
- + checkAppleCollision(): void
- + keyDown(event: KeyboardEvent): void

SnakePart

- x: Int
- y: Int
- + constructor (x: Int, y: Int)

Audio

- src:string