**Snake Game:**

This Python code implements a basic Snake game using the Turtle graphics library. In the game, you take control of a snake, which is represented as a circular object on the screen. You maneuver the snake in different directions – up, down, left, or right – using the 'w', 's', 'a', and 'd' keys. Your objective is to collect red food items scattered around the screen. When the snake consumes food, it extends in length, and your score increments. However, if the snake collides with the game boundaries or runs into its own body, the game ends, requiring you to restart. The game also introduces varying difficulty levels that become more challenging as your score increases.

This code follows the principles of object-oriented programming (OOP). It defines distinct classes for the snake's head, the food, and a display for keeping track of your score. The core of the game is a continuous loop that updates the game screen and checks for potential collisions with the screen borders, food, and the snake's own body. It maintains a record of your score and adjusts the game's difficulty as you progress through different levels. The game only concludes when you choose to exit.