# (Modified) Snake

At a basic level, any version of the game "snake" involves traversing a 2-D space and earning points for reaching random points along the way. This version, while simplified, will follow that same idea.

Your task will be to move a character (represented by an 'X') across a board of asterisks, with the goal being to reach a randomly placed character (represented by an 'P'). The 'X' is initially randomly placed. When the character reaches the 'P', the character will earn a point, and the 'P' should randomly move to another point on the array. The goal is to get the most number of points in 30 rounds.

The length and width of the board should be user-specified, and the randomly placed 'P' should fit within the confines of the board. Below the board, you should print the current score of the game at each turn.

The snake can move in any of the 4 cardinal directions. The snake's motion controls should be: 'u' for up, 'd' for down, 'l' for left, and 'r' for right.

*Notes: The "snake" does NOT need to get longer each time it reaches a 'P'. It is possible to not earn a single point, and there is no point limit. In addition, the snake cannot move diagonally, and you can assume that the user will enter a valid direction each turn.*

EXTRA CREDIT (+20): Code the real version of snake → each time it reaches a 'P', the snake grows. If the snake hits itself, then the game is over.