# **Snake Plus+ Game Improvement Prompt**

**Context:**

I have a Snake game written in HTML, CSS, and JavaScript. The current game features:

* Classic grid-based snake movement
* Apple collection and score tracking
* Speed increases after each apple
* Game over on collision with walls or self
* Basic decorations (bushes and trees) on the canvas
* Overlay menu for new game, continue, and pause
* High score saved in local storage

**Improvement Goals:**

**a. Details I want to include or alter in my game:**

* More realistic graphics: gradient or 3D effects on the snake body and head
* Glowing or highlighted snake head
* High contrast colors for the snake, apple, and map
* Map border for better visibility
* High score popups at the end of the game
* Optional dynamic backgrounds or subtle animations

**b. Game functionality changes:**

* Adjustable speed levels or progressive difficulty
* Pause, resume, and restart working seamlessly
* Option to save and continue game state
* Smooth snake movement rather than jumping between squares (optional)

**c. What would make the game better:**

* Visually appealing graphics (modern mobile-style)
* Sound effects on apple eating and game over
* Clear visual cues for win/loss and high score
* Responsive design for mobile and desktop
* Optional joystick controls for touch devices

**d. Context for AI prompt:**

* Include the HTML, CSS, and JS code
* Screenshots of the current game (optional but helpful)
* Description of current issues: overlapping colors, unclear snake visibility, speed too fast at higher levels

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