BABIKA A

KloudOne

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SNAKE-GAME

PROGRAM:

```python
import pygame

import time

import random

from tkinter import messagebox

pygame.init()

white = (255, 255, 255)

yellow = (255, 255, 102)

black = (0, 0, 0)

red = (213, 50, 80)

green = (0, 255, 0)

blue = (50, 153, 213)

width = 600

height = 400

dis = pygame.display.set_mode((width, height))

pygame.display.set_caption('Snake Game by Babika')

clock = pygame.time.Clock()

block = 10

speed = 15

font_style = pygame.font.SysFont("arial", 25)

score_font = pygame.font.SysFont("arial", 35)


def Your_score(score):
```

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```python
        value = score_font.render("Your Score: " + str(score), True, yellow)

        dis.blit(value, [0, 0])


def our_snake(block, snake_list):

    for x in snake_list:

        pygame.draw.rect(dis, black, [x[0], x[1], block, block])


def message(msg, color):

    mesg = font_style.render(msg, True, color)

    dis.blit(mesg, [width / 6, height / 3])


def gameLoop():

    game_over = False

    game_close = False


    x1 = width / 2

    y1 = height / 2

    x1_change = 0

    y1_change = 0

    snake_List = []

    Length_of_snake = 1

    foodx = round(random.randrange(0, width - block) / 10.0) * 10.0
```

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```python
foody = round(random.randrange(0, height - block) / 10.0) * 10.0


while not game_over:
    while game_close == True:
        dis.fill(blue)
        message("You Lost! Press C-Play Again or Q-Quit", red)


        Your_score(Length_of_snake - 1)
        pygame.display.update()


        for event in pygame.event.get():
            if event.type == pygame.KEYDOWN:
                if event.key == pygame.K_q:
                    game_over = True
                    game_close = False
                if event.key == pygame.K_c:
                    gameLoop()
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            game_over = True
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_LEFT:
                x1_change = -block
```

```
        y1_change = 0
    elif event.key == pygame.K_RIGHT:
       x1_change = block
       y1_change = 0
    elif event.key == pygame.K_UP:
       y1_change = -block
       x1_change = 0
    elif event.key == pygame.K_DOWN:
       y1_change = block
       x1_change = 0

if x1 >= width or x1 < 0 or y1 >= height or y1 < 0:
   game_close = True
x1 += x1_change
y1 += y1_change
dis.fill(blue)
pygame.draw.rect(dis, green, [foodx, foody, block, block])
snake_Head = []
snake_Head.append(x1)
snake_Head.append(y1)
snake_List.append(snake_Head)
if len(snake_List) > Length_of_snake:
   del snake_List[0]
```

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```python
        for x in snake_List[:-1]:
            if x == snake_Head:
                game_close = True

        our_snake(block, snake_List)
        pygame.display.update()

        if x1 == foodx and y1 == foody:
            foodx = round(random.randrange(0, width - block) / 10.0) * 10.0
            foody = round(random.randrange(0, height - block) / 10.0) * 10.0
            Length_of_snake += 1

        clock.tick(speed)
    pygame.quit()
    quit()
gameLoop()
```
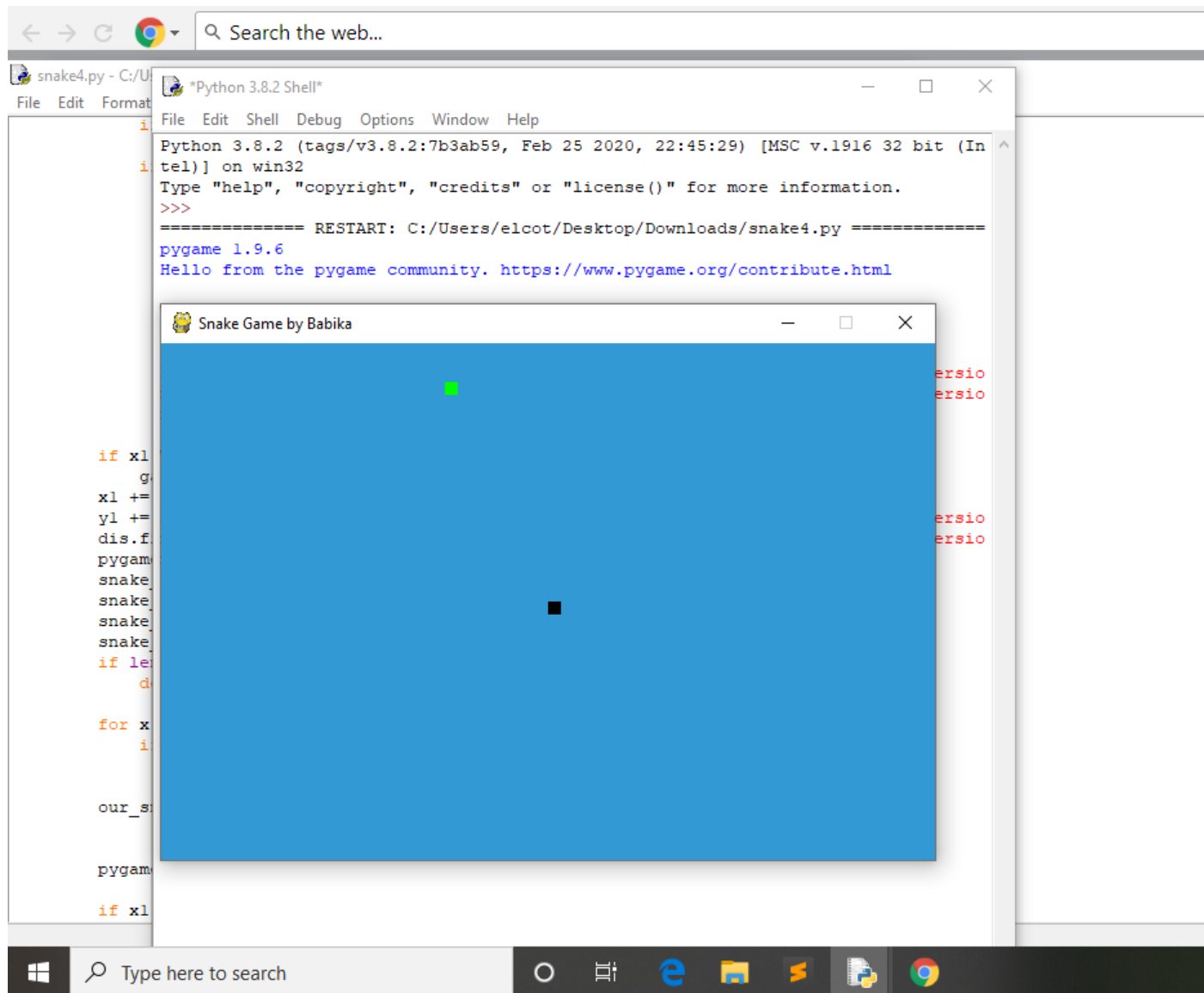
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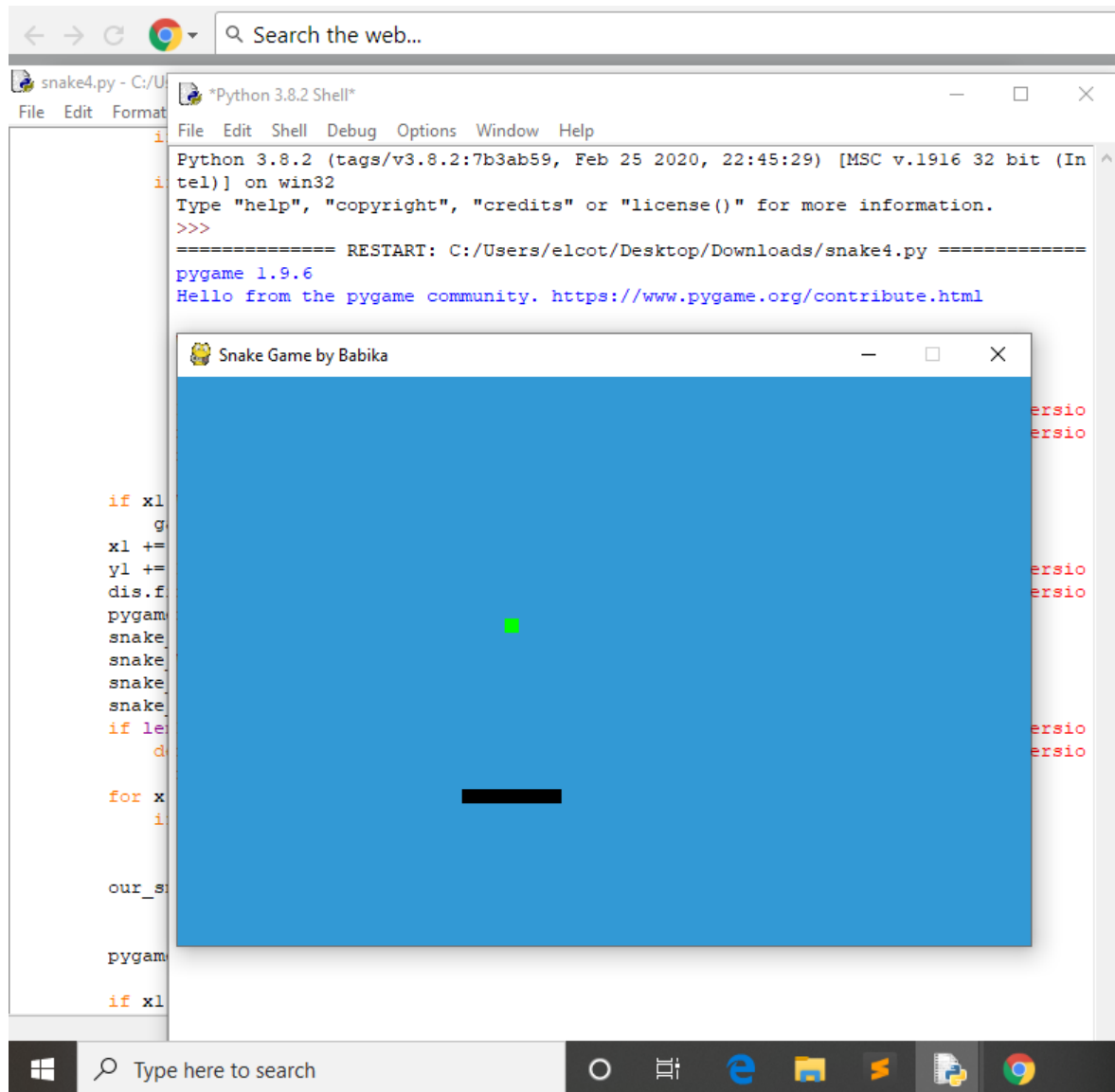babianandhan@gmail.com

OUTPUT:

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