

Project 24: Snake Game

Description

This project is a Snake Game implemented using the Turtle graphics library. The game features a snake that moves around the screen, eating food to grow longer. The game ends if the snake collides with the wall or itself. It includes functionalities for handling user input to control the snake and displays the score.

Key Technologies

- **Python:** Used for implementing the game logic and handling graphics with Turtle.
- **Turtle Library:** Utilized for creating the game window, drawing the snake, food, and scoreboard.
- **Time Module:** Used to control the game speed by adding delays.
- **Concepts Covered:** Game loop, collision detection, user input handling, and screen updating.
- **Unique Features:** Real-time game control with keyboard input, dynamic score tracking, and self-collision detection.