

# Project 20: Snake Game

## Description

This project is a classic Snake game implemented using Python's Turtle graphics library. Players control a snake that moves around the screen, eating food to grow longer while avoiding collisions with the walls and its own tail. The game ends when the snake collides with itself or the screen edges. The score is updated each time the snake eats food, and the final score is displayed when the game ends.

## Key Technologies

- **Python:** Used for implementing the game logic, handling user input, and rendering graphics.
- **Turtle Module:** Utilized for creating the graphical interface and controlling the game's visual elements.
- **Concepts Covered:** Game development, collision detection, user input handling, and object-oriented programming.
- **Unique Features:** Real-time game updates, interactive controls, and dynamic scorekeeping.