## **Frontend**

## **SnakeGame** + canvas + ctx + gridSize + snake + food + score + direction // game generation + constructor() + generateFood() + draw() + drawSnake() + drawFood() + drawScore() // game controls + move() + checkColision() + endGame() + resetGame() // leaderboard communication + addToLeaderboard() + updateLeaderboardUI() + saveLeaderBoard() + populateLeaderBoard() + showLeaderBoard() + hideLeaderBoard() // score traking - souldUpdateScore() + updateScore()

Comunicação via

sistema de roteamento

## Backend

