Snek

As the title suggests, you are a snake who eats apples while avoiding the garden walls and his own body.
Programmed in python with the help of some tools.

Tools used:
1) **Pygame** : A python game developing library based on sdl2.
2) **Libresprite** : An open-source fork of asperite, a software used to develop high quality pixel art.
3) **SFXR** : Sound effects maker and generator. Frequently used in game jams.
4) **GitHub**: A host that uses git's software development and version control systems to store repositories.

General Instructions:
Installation:
git clone https://github.com/BimgBrein-42069/snek-game.git
Executing the game:
1) To run in windows cmd – window + R to open the run menu, then type cmd.
Then change working directory to where the game is located.
cd game_directory # game_directory is the directory where the game is stored
Then type
Python game.py
2) To run in linux – ctrl + alt + T to open terminal, then change working directory to where the game is located.
cd game_directory # game_directory is the directory where the game is stored
Then type
python3 game.py