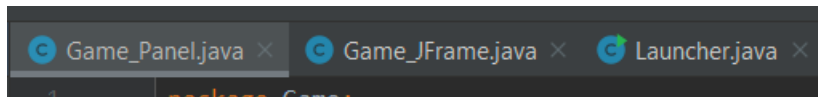


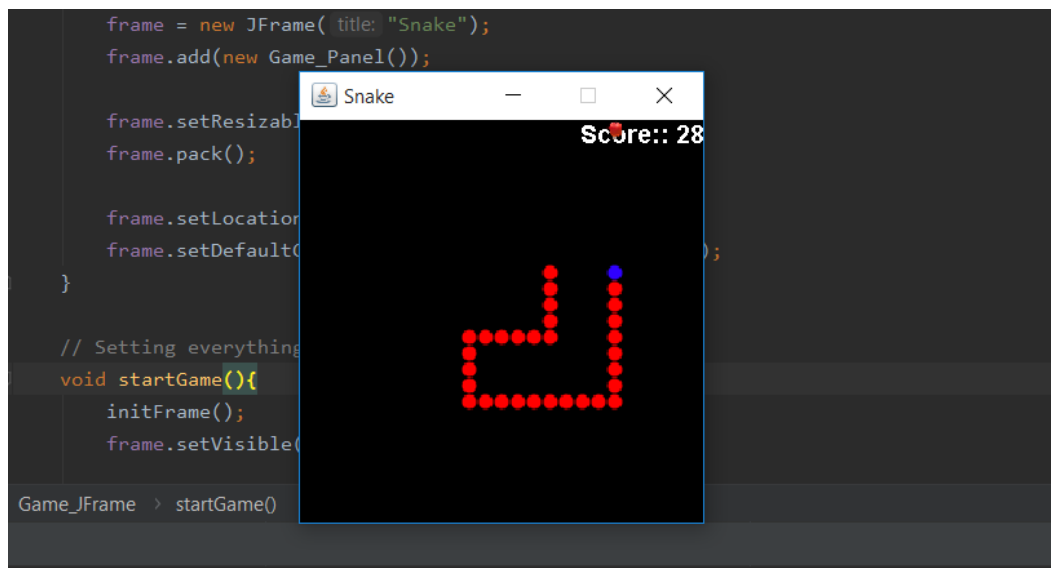
Snake review



The program uses 3 classes **Game_Panel**, **Game_JFrame**, **Launcher**

It is obtaining the user input from the left, up, down and right arrow and keeps track of the current score.

We are loading images for the body and the head of the snake, also for the apple.



Game keeps track of the top 5 scores

