**Candidate classes and their single responsibilities:**

1. SnakeGame:

- Responsibility: Main class responsible for initializing the game, managing game flow, and coordinating interactions between different components.

2. Snake:

- Responsibility: Represents the snake entity in the game. Responsible for handling movement, growth upon consuming food pellets, and collision detection with itself.

3. Board:

- Responsibility: Represents the game board where the snake and food pellets are displayed. Responsible for rendering the board, updating the positions of snake and food pellets, and handling collision detection with walls.

4. FoodPellet:

- Responsibility: Represents the food pellets that appear randomly on the board. Responsible for spawning at random locations, detecting collisions with the snake, and triggering snake growth upon consumption.

5. UserInterface:

- Responsibility: Manages the graphical user interface (GUI) elements such as displaying the game board, snake, food pellets, score, and handling player input through arrow keys or designated controls.

6. ScoreManager:

- Responsibility: Manages the scoring mechanism of the game. Responsible for keeping track of the current score, updating the score upon consuming food pellets, maintaining the high score, and displaying them on the leaderboard.

7. GameOverHandler:

- Responsibility: Handles game over events. Responsible for displaying the final score, offering options for restarting the game, and providing feedback to the player upon game over.

8. LoginPane:

- Responsibility: Manages the login functionality for maintaining leaderboard standings. Responsible for handling username and password input, authenticating users, and storing leaderboard data.

9. SettingsManager:

- Responsibility: Manages game settings such as board size and snake speed. Responsible for allowing users to customize the board size, adjust the snake's speed, and possibly other settings.

10. PowerUpManager:

- Responsibility: Manages the special power-ups that appear randomly on the board. Responsible for spawning power-ups, detecting collisions with the snake, applying temporary advantages, and handling power-up effects.

11. MultiplayerManager:

- Responsibility: Manages the multiplayer mode functionality. Responsible for coordinating interactions between two players, handling simultaneous gameplay, and managing competitive elements.