* Snake will be represented as a Queue consisting of body part type objects.
* When the snake collects a collectible, a new body part will be added to the back of the snake - i.e. a new segment will be instantiated and added to the back of the queue.
* As parts of the snake will be moving in different directions, each body part will need a direction vector to move it to the next space on the grid
* Snake head will have a direction vector. This can be altered using player input

Snake path wil be represented by a queue.

When the snake head moves to a new square, the position of that square will be passed into the queue

Each segment will be at a position in this queue, and they will be always moving to the next queue position

When the tail of the snake reaches a position in the queue, it will be removed from the snake path queue

* When eating a collectible, a new SnakeSegment will be instantiated and added to the end of the end of the SnakeQueue.
* The existing tail segment will be updated so that it is not a tail segment anymore, and the newest piece will be set to the tail segment.
* The above should be done before the position is removed from the snake path

**SnakeSegment**

* bool isTail