**The Classic Snake Game**

This is a classic snake game made by using **pygame** module of python, implemented using python **data structures**.

**Modules Used**

The game is primarily based off the pyame module of python to load images, display shapes, update screen, etc.

**Concepts Used**

This project uses fundamental concepts such as handling and managing data structures in python, usage of media files in pygame, handling of exceptions and event loops in python and dealing with infinite game loops.

**Instructions to play**

1. Use left, right, up, down arrow keys to move the snake
2. Food will appear on the screen. Eating food apple gives you 10 points.
3. If you hit the ends of the screen, the game will be over
4. If you accidentally eat your own body, the game will be over.





