point Game public x: number : Coordonnée X. private snake: Snake public y: number : Coordonnée Y. private apple: Apple private score: number public hasSamePosition(otherPoint: Point) : boolean private isGameOver: boolean public start(): void private update(): void private render(): void private checkGameOver(): boolean Snake Apple private body: Point[] private color: string. private direction: string public generateNewPosition(): void private color: string public move() : void <u>public changeDirection(newDirection: string): void</u> public grow(): void public detectCollision() : boolean