Claro! Aqui está um exemplo simples de como você pode criar o jogo da serpente utilizando HTML, CSS e JavaScript:

```html

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Snake Game</title>

<style>

body {

font-family: Arial, sans-serif;

}

canvas {

border: 1px solid black;

display: block;

margin: 0 auto;

}

</style>

</head>

<body>

<canvas id="gameCanvas" width="400" height="400"></canvas>

<script>

// Set up the canvas

const canvas = document.getElementById('gameCanvas');

const ctx = canvas.getContext('2d');

// Set up game variables

let snake = [{x: 10, y: 10}];

let apple = {x: 15, y: 10};

let dx = 0;

let dy = 0;

let score = 0;

const gridSize = 20;

// Function to draw the snake and apple

function draw() {

// Clear the canvas

ctx.clearRect(0, 0, canvas.width, canvas.height);

// Draw the snake

ctx.fillStyle = 'green';

snake.forEach(segment => {

ctx.fillRect(segment.x \* gridSize, segment.y \* gridSize, gridSize, gridSize);

});

// Draw the apple

ctx.fillStyle = 'red';

ctx.fillRect(apple.x \* gridSize, apple.y \* gridSize, gridSize, gridSize);

// Draw the score

ctx.fillStyle = 'black';

ctx.fillText('Score: ' + score, 10, 20);

}

// Function to move the snake

function move() {

// Move the snake's head

const head = {x: snake[0].x + dx, y: snake[0].y + dy};

snake.unshift(head);

// Check for collision with apple

if (head.x === apple.x && head.y === apple.y) {

// Increase score

score++;

// Generate a new apple

apple.x = Math.floor(Math.random() \* canvas.width / gridSize);

apple.y = Math.floor(Math.random() \* canvas.height / gridSize);

} else {

// Remove the last segment of the snake

snake.pop();

}

// Check for collision with walls

if (head.x < 0 || head.x >= canvas.width / gridSize ||

head.y < 0 || head.y >= canvas.height / gridSize) {

gameOver();

}

// Check for collision with itself

for (let i = 1; i < snake.length; i++) {

if (head.x === snake[i].x && head.y === snake[i].y) {

gameOver();

}

}

}

// Function to end the game

function gameOver() {

alert('Game Over! Your score is ' + score);

// Reload the page to restart the game

window.location.reload();

}

// Function to handle keyboard input

function handleKeyDown(event) {

switch (event.key) {

case 'ArrowUp':

if (dy === 0) {

dx = 0;

dy = -1;

}

break;

case 'ArrowDown':

if (dy === 0) {

dx = 0;

dy = 1;

}

break;

case 'ArrowLeft':

if (dx === 0) {

dx = -1;

dy = 0;

}

break;

case 'ArrowRight':

if (dx === 0) {

dx = 1;

dy = 0;

}

break;

}

}

// Start the game loop

setInterval(() => {

move();

draw();

}, 100);

// Listen for keyboard input

window.addEventListener('keydown', handleKeyDown);

</script>

</body>

</html>

```

Este é um jogo simples da serpente onde a cobra pode se mover utilizando as teclas de seta. Quando a cobra come uma maçã, ela cresce e o jogador ganha pontos. Se a cobra colidir com a parede ou com seu próprio corpo, o jogo acaba.