

```
def __init__(self, shape, has_gui):
    self.ground = np.zeros((shape[0], shape[1]), dtype=np.int8)
    pos = np.array((randint(0, shape[0] - 1), randint(0, shape[1] - 1)))
    self.p = Player(pos=pos, tail=[(pos[0], pos[1])], direction=randint(0, 3), id=1, c_s=1, c_h=2,
                    inter_apple_steps=0, done=False)
    self.reward = Reward(self)
    self.shape = shape
    self.has_gui = has_gui
    self.step_counter = 0
    self.ground[pos[0], pos[1]] = self.p.c_h
    self.apple = self.make_apple()
    if has_gui:
        self.gui = GUI(self.shape)
```