```python
def action(self, action):
    if self.p.inter_apple_steps >= self.max_snake_length:
        self.p.done = True
        return

    self.p.inter_apple_steps += 1
    self.step_counter += 1
    if action == 0:
        self.p.direction = (self.p.direction + 1) % 4

    elif action == 1:
        self.p.direction = (self.p.direction - 1) % 4

    else:
        pass
```