NAME-SUMIT GUPTA

PERSONAL PROJECT SNAKE GAME

*import* pygame

*import* time

*import* random

pygame.init()

white = (255, 255, 255)

yellow = (255, 255, 102)

black = (0, 0, 0)

red = (213, 50, 80)

green = (0, 255, 0)

blue = (50, 153, 213)

dis\_width = 600

dis\_height = 400

dis = pygame.display.set\_mode((dis\_width, dis\_height))

pygame.display.set\_caption('Snake Game made by Sumit Gupta')

clock = pygame.time.Clock()

snake\_block = 10

snake\_speed = 20

font\_style = pygame.font.SysFont("bahnschrift", 25)

score\_font = pygame.font.SysFont("comicsansms", 35)

def Your\_score(score):

    value = score\_font.render("Your Score: " + str(score), True,blue)

    dis.blit(value, [0, 0])

def our\_snake(snake\_block, snake\_list):

*for* x *in* snake\_list:

        pygame.draw.rect(dis, black, [x[0], x[1], snake\_block, snake\_block])

def message(msg, color):

    mesg = font\_style.render(msg, True, color)

    dis.blit(mesg, [dis\_width/6, dis\_height/3])

def gameLoop():

    game\_over = False

    game\_close = False

    x1 = dis\_width / 2

    y1 = dis\_height / 2

    x1\_change = 0

    y1\_change = 0

    snake\_List = []

    Length\_of\_snake = 1

    foodx = round(random.randrange(0, dis\_width- snake\_block) / 10.0) \* 10.0

    foody = round(random.randrange(0, dis\_height - snake\_block) / 10.0) \* 10.0

*while* not game\_over:

*while* game\_close == True:

            dis.fill(blue)

            message("You Lost! Press C-Play Again or Q-Quit", black)

            Your\_score(Length\_of\_snake - 1)

            pygame.display.update()

*for* event *in* pygame.event.get():

*if* event.type == pygame.KEYDOWN:

*if* event.key == pygame.K\_q:

                        game\_over = True

                        game\_close = False

*if* event.key == pygame.K\_c:

                        gameLoop()

*for* event *in* pygame.event.get():

*if* event.type == pygame.QUIT:

                game\_over = True

*if* event.type == pygame.KEYDOWN:

*if* event.key == pygame.K\_LEFT:

                    x1\_change = snake\_block

                    y1\_change = 0

*elif* event.key == pygame.K\_RIGHT:

                    x1\_change = snake\_block

                    y1\_change = 0

*elif* event.key == pygame.K\_UP:

                    y1\_change = -snake\_block

                    x1\_change = 0

*elif* event.key == pygame.K\_DOWN:

                    y1\_change = snake\_block

                    x1\_change = 0

*if* x1 >= dis\_width or x1 < 0 or y1 >= dis\_height or y1 < 0:

            game\_close = True

        x1 += x1\_change

        y1 += y1\_change

        dis.fill(blue)

        pygame.draw.rect(dis, green, [foodx, foody, snake\_block, snake\_block])

        snake\_Head = []

        snake\_Head.append(x1)

        snake\_Head.append(y1)

        snake\_List.append(snake\_Head)

*if* len(snake\_List) > Length\_of\_snake:

*del* snake\_List[0]

*for* x *in* snake\_List[:-1]:

*if* x == snake\_Head:

                game\_close = True

        our\_snake(snake\_block, snake\_List)

        Your\_score(Length\_of\_snake - 1)

        pygame.display.update()

*if* x1 == foodx and y1 == foody:

            foodx = round(random.randrange(0, dis\_width - snake\_block) / 10.0) \* 10.0

            foody = round(random.randrange(0, dis\_height - snake\_block) / 10.0) \* 10.0

            Length\_of\_snake += 1

        clock.tick(snake\_speed)

    pygame.quit()

    quit()

gameLoop()