**frmMain\_Loaded**

1. Initialize game environment
2. Call SpawnFood sub
3. Call Restart sub

**Update\_Game**

1. If snake is dead, call Render sub
2. If snake collides with wall, call Render sub, display Game Over message and close game
3. If snake collides with self, call Render sub, display Game Over message and close game
4. If snake eats food, increase points and call SpawnFood sub
5. Call MoveSnake sub
6. Call Render sub

**Form1\_KeyDown**

* + - 1. If right arrow key is pressed and current direction isn’t left, change snake direction to right
      2. If down arrow key is pressed and current direction isn’t up, change snake direction to down
      3. If left arrow key is pressed and current direction isn’t right, change snake direction to left
      4. If up arrow key is pressed and current direction isn’t down, change snake direction to up
      5. If escape key is pressed, close the game window
      6. Call Update\_Game sub

**Main\_Form\_SizeChanged**

Adjust game limits when window size changes

**SpawnFood**

Place food in a random position

**AddSegment**

Add segment to snake

**MoveSnake**

Move snake is specified direction via keypress

**Render**

Create the game graphics

**Timer1\_Tick**

Call Update\_Game sub