* Define border
* Cell can be:
  + Snake
  + Food
  + Empty
  + Border
* Snake turn up
* Snake turn right
* Snake turn down
* Snake turn left
* Snake moves
  + Front empty cell becomes snake
  + Back snake cell becomes empty
* Snake eat food
* Grow snake
* Snake hits border
* Snake hits snake
* Stop snake from going against current direction
* Put food
  + Food must be within borders
* Put snake
* Define snake length