Polymorphism is an object-oriented programming concept that refers to the ability of a variable, function, or object to take multiple forms. That being said, class objects that belong to the same tree may have functions that bear the same name, but each has different behaviors. As an example, suppose there is a base class called Animals from which subclasses Horse, Fish, and Bird are derived. Also suppose that the class Animals has a function called Move, which is inherited by all the subclasses mentioned. With polymorphism, each subclass can have its own way of implementing the function. So, for example, when the Move function is called on an object of class Horse, the function might respond by displaying a jog on the screen. On the other hand, when the same function is called on an object of class Fish, it may be shown swimming on the screen. In the case of a Bird object, it may be flying. We will use for our program this week classes from the snake game which we will modify internally so that it works differently from the one that already works, an example will be that we will use the actor class which creates a snake so that it can create 2 bicycles for it game this week.