import pygame

import time

import random

# Initialize pygame

pygame.init()

# Set up display

width = 600

height = 400

game\_window = pygame.display.set\_mode((width, height))

pygame.display.set\_caption("Snake Game 🐍")

# Colors

black = (0, 0, 0)

white = (255, 255, 255)

green = (0, 255, 0)

red = (213, 50, 80)

# Snake settings

snake\_block = 10

snake\_speed = 15

clock = pygame.time.Clock()

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

def message(msg, color):

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

game\_window.blit(mesg, [width / 6, height / 3])

def gameLoop():

game\_over = False

game\_close = False

# Starting position

x1 = width / 2

y1 = height / 2

x1\_change = 0

y1\_change = 0

snake\_list = []

snake\_length = 1

# Food position

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

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

while not game\_over:

while game\_close:

game\_window.fill(black)

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

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 >= width or x1 < 0 or y1 >= height or y1 < 0:

game\_close = True

x1 += x1\_change

y1 += y1\_change

game\_window.fill(black)

pygame.draw.rect(game\_window, 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) > snake\_length:

del snake\_list[0]

for block in snake\_list[:-1]:

if block == snake\_head:

game\_close = True

for block in snake\_list:

pygame.draw.rect(game\_window, white, [block[0], block[1], snake\_block, snake\_block])

pygame.display.update()

if x1 == foodx and y1 == foody:

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

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

snake\_length += 1

clock.tick(snake\_speed)

pygame.quit()

quit()

gameLoop()