

# **SNAKE GAME**

In the HTML of this game, **<div>** containers are used to display the score, hi-score, and the structure of the board.

In the CSS, an image is used as a background for the whole page. The board is given a specific **height** and **width** and its **display** is turned into the **grid** for the movement of the snake. The board is given a **border** and filled with a colour gradient. The snake, its head, and its food are given different colours and **borders**. The score and hi-score box are also specifically **positioned** on the page.

In the JS, constants and variables are made. Functions are also used for specific conditions (For Example If the snake bumps into itself or into the wall) to trigger a particular task (For Example To end the game). Snake **arrays** and food are updated as soon as it bumps into itself or the wall to the default position, the score is set to 0, a specific 'Game Over' sound is played and an **alert** message is shown on the screen. If the snake eats the food, the score is incremented, the snake **array** is increased by 1, food is regenerated at random coordinates between x and y set in the **grid**, and a specific 'Food Sound' is also played. Movement keys are also set which control the movement of the snake. **If-Else** condition is used to display the hi-score on the screen so if the score is higher than the hi-score, it is updated or else it will remain the same.