# Java Snake project

* Main menu
  + You can start the game
  + You can close the game
  + Show high score (the length of the snake)
* If you start the game
  + The game start with a snake on length of 2 pixels.
  + Have a black screen with a green border
  + Above the green border show the score the length of the snake
  + Shows cherry
    - When hit the cherry add one pixel to the snake.
    - Add a new cherry on a random black pixel within the borders
  + If the snake game length is = to number of pixel in game
    - So if you cant spawn a cherry
    - Show you win
  + You hit the wall or your self you lose
    - Show game over
      * Add a link or button to restart the loop and return to main menu.

Make one java file with each main class to describe the rules.