

Food placement

First create a public class

```
public BoxCollider2D GridArea;
```

The box collider contains a property called bounds which gives us the size of the grid

This is to create a reference to get said bounds

```
private void RandomizePosition()  
{  
    Bounds bounds = this.GridArea.bounds;
```

Once referenced you can get a randomized number within the bounds

```
float x = Random.Range(bounds.min.x, bounds.max.x);  
float y = Random.Range(bounds.min.y, bounds.max.y);
```

Random is a class for generating random numbers

The function called range allows generating numbers between two points

Now what needs to be assigned is the food position to be within these coordinates

```
this.transform.position = new Vector3(Mathf.Round(x), Mathf.Round(y),  
0.0f);
```

Round allows it to be within the grid and perfectly align with it because its whole numbers

```
private void OnTriggerEnter2D(Collider2D other)
```

This function will activate when the snake collides with the food

```
if ( other.tag == "Player"){  
    RandomizePosition();  
}
```

This will now allow the food to disappear and randomize its location when eaten