2) snake movement
This is a tutorial to make the snake move

Create a new c# script

Inorder to make the snake move we have declare a variable to keep track of our directions

Private Vector2

A vector has 2 floating point values in the x and y

Let's say it has a default of vector2.right automatically move us right

Private Vector2 _ direction = vector2.right

We need to assign the direction based on the input

```
private void Update()
  {
    if (Input.GetKeyDown(KeyCode.W)){
       _directions = Vector2.up;
    } else if (Input.GetKeyDown(KeyCode.S)){
       _directions = Vector2.down;
    } else if (Input.GetKeyDown(KeyCode.A)){
       _directions = Vector2.left;
    } else if (Input.GetKeyDown(KeyCode.D)){
       _directions = Vector2.right;
    }
```

This else if statement allows the direction to stay the same without holding the buttons/keys

Now we need to create the transformation this is where the snake is given movements

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

This allows the snake to move as it being transformed in the x and y axis
Where as mathf.round was needed to create a rounded whole number since the snake game requires it to be perfectly even