

Growing and segments

This is where the snake will grow

We need to keep track of all the segments of the snake

The first segment is the head of the snake

```
ResetState();
```

You can keep the void start as reset state and reference what "resetstate" is

Add a function called grow that instantiate a copy of the prefab

```
private void Grow()
{
    Transform segment = Instantiate(this.segmentPrefab);
    segment.position = _segments[_segments.Count - 1].position;

    _segments.Add(segment);
}
```

Now we need it to trigger on collision by using collider2d

```
private void OnTriggerEnter2D(Collider2D other)
{
    if (other.tag == "Food") {
        Grow();
    } else if (other.tag == "Obstacle") {
        ResetState();
    }
}
```