

# 1)Creating Scene

Creating the scene the snake moves around in

Create 2 sprites and colour one green and the other red using sprite render

Name the red one food

The green one snake (add rigid body 2D and turn it into a kinematic)  
Add box colliders to them

Create another sprite, a square, transform it into a long rectangle and duplicate and arrange them in a square creating a box like shape and add a box collider on each one.

On all the box collider select is trigger on all of them

Add another sprite and make the box collider a bit smaller than the box

This will allow us to only generate food inside the box later on.