For my passion project I decided to give a try at building snake.

Snake is a classic game where you control a snake which eats pellets in a small arena.

During gameplay my code has a couple of things it needs to worry about.

First it builds the areana where the pellets will spawn inside and the snake will be bound to.

The code also know where the snake is and update its location for every refresh, while also traking the location of the pellet.

Knowing both points allows for my cod to recognize when the snake has reached the pellet.

This will tell my cod to update both the score counter on the bottom right, and the snakes length increasing by one for each pellet.

The code also reads the commands of the user with 4 input keys for movement w up, s, down, a left, d ,right any other key will pause the program.

my code has a limit of 22 pellets to pick up before your snakes passes out in a food comma.

And you receive an amazing wining screen.

It dose implement a death mechanic. Incase your reflexes are slower than rock.

Leaving you with the loser screen.

There are many improvements I would like to make to my code. I would like to improve the boundary detection and implement the potion to continue playing indefently.

Aswell as giving the score a more appropriate locations and style.