

# Task Session (5)

## Snake Task - Score Counter Implementation

**Objective:** Add a scoring system to a snake game that increases the score when the snake eats a target.

### Instructions:

#### 1. Create the Interface:

- Add a Label at the top of the screen to display the current score.
- Ensure the game has clear targets (e.g., balls or food items) for the snake to eat.

#### 2. Score Logic:

- Create a variable for the score and initialize it to zero.
- In the Blocks section, increase the score by 1 every time the snake eats a target.
- Update the score label whenever the score changes.

#### 3. Game Over Screen:

- Add logic to display a Game Over screen with the final score when the snake collides with the wall or itself.

#### 4. Testing:

- Test the scoring system with different game scenarios.
- Ensure that the score updates correctly and that the game-over logic is working.

#### 5. Components:

- 1 Label (Score Display)
- Targets (Balls/Food)
- Timer for snake movement