

Control Player One Action
"get direction & move Player 1 head"

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+

* When direction changes
Grow Tail

Control Player Two Action
"get direction & move Player 2 Head"

* When direction changes
Grow Tail

Handle Collisions Action
"handle situations when player collides
w/ other player or itself or game over"

+ Handle Segment Collisions (Cast cast): Void
↳ add player Two collisions
↳ remove food collisions