```
import pygame

import time

import random


pygame.init()


# Colors

white = (255, 255, 255)

yellow = (255, 255, 102)

black = (0, 0, 0)

red = (213, 50, 80)

green = (0, 255, 0)

blue = (50, 153, 213)


# Game window dimensions

width = 600

height = 400


# Initialize display

dis = pygame.display.set_mode((width, height))

pygame.display.set_caption('Snake Game by Neha Singh Chouhan')


clock = pygame.time.Clock()


snake_block = 10

snake_speed = 15
```

```
font_style = pygame.font.SysFont("bahnschrift", 25)
score_font = pygame.font.SysFont("comicsansms", 35)

def your_score(score):
    value = score_font.render("Your Score: " + str(score), True, yellow)
    dis.blit(value, [0, 0])

def our_snake(snake_block, snake_list):
    for x in snake_list:
        pygame.draw.rect(dis, green, [x[0], x[1], snake_block, snake_block])

def message(msg, color):
    mesg = font_style.render(msg, True, color)
    dis.blit(mesg, [width / 6, height / 3])

def gameLoop():
    game_over = False
    game_close = False

    x1 = width / 2
    y1 = height / 2

    x1_change = 0
    y1_change = 0

    snake_list = []
```

```
length_of_snake = 1

foodx = round(random.randrange(0, width - snake_block) / 10.0) * 10.0
foody = round(random.randrange(0, height - snake_block) / 10.0) * 10.0

while not game_over:

    while game_close == True:
        dis.fill(blue)
        message("You Lost! Press C-Play Again or Q-Quit", red)
        your_score(length_of_snake - 1)
        pygame.display.update()

        for event in pygame.event.get():
            if event.type == pygame.KEYDOWN:
                if event.key == pygame.K_q:
                    game_over = True
                    game_close = False
                if event.key == pygame.K_c:
                    gameLoop()

    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            game_over = True
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_LEFT:
                x1_change = -snake_block
```

```
            y1_change = 0
        elif event.key == pygame.K_RIGHT:
            x1_change = snake_block
            y1_change = 0
        elif event.key == pygame.K_UP:
            y1_change = -snake_block
            x1_change = 0
        elif event.key == pygame.K_DOWN:
            y1_change = snake_block
            x1_change = 0

if x1 >= width or x1 < 0 or y1 >= height or y1 < 0:
    game_close = True
x1 += x1_change
y1 += y1_change
dis.fill(black)
pygame.draw.rect(dis, blue, [foodx, foody, snake_block, snake_block])
snake_head = []
snake_head.append(x1)
snake_head.append(y1)
snake_list.append(snake_head)
if len(snake_list) > length_of_snake:
    del snake_list[0]

for x in snake_list[:-1]:
    if x == snake_head:
        game_close = True
```

```
        our_snake(snake_block, snake_list)
        your_score(length_of_snake - 1)

        pygame.display.update()

        if x1 == foodx and y1 == foody:
            foodx = round(random.randrange(0, width - snake_block) / 10.0) * 10.0
            foody = round(random.randrange(0, height - snake_block) / 10.0) * 10.0
            length_of_snake += 1

        clock.tick(snake_speed)

    pygame.quit()
    quit()

gameLoop()
```