**User guide**

The game consists of the Snake (you), apples, and the walls. The goal of the game is to become as long as possible by eating apples while avoiding running into the walls or your own tail.

Each apple is spawned randomly into the game field. To collect / “eat” the apples and grow one unit longer, you must navigate the snake around the game field. The snake will move one segment length each frame. To change the direction the snake moves use key buttons W A S D.

There are two collisions that will kill your snake and end the game: colliding with a wall or colliding with yourself. The walls of the game field is the screen, meaning that if you run into the edge of the screen, you will hit a wall and your game will end.

While you cannot run into a wall, you can move your snake parallel and right next to the wall.

The second type of collision, is colliding with the body of the snake. The snake will move one body length at a time across the game field. The challenge of the game is to manage the length of the snake and not run over yourself, as your body will kill you the same as a wall.

The score is determined by the number of segments your final snake is.