

Snake Game using Tinker

Overview:

This is a simple snake game implemented in Python using the Tinker library. The game includes a user-controlled snake that eats apples while trying to avoid collisions.

Features:

- **Snake movement:** It moves in specified directions (Up, Down, Left, Right) in response to keyboard inputs
- **Apple generation:** Apples are randomly generated across the screen
- **Score tracking:** The user's score and high score are displayed on the screen
- **Crash detection:** Checks if snake ran into itself or the boundaries of the screen
- **Game Over:** if a crash is detected, the game ends, and the high score is placed on the screen
- **Start/restart:** Allows the user to start or restart the game

How to play:

- Run the script and press start
- Use the arrow keys to control the snake toward the apples
- Avoid collision with its own body and the game boundaries
- The game ends when a collision occurs, press restart to play again