目的：蛇能根据玩家按下按键改变方向

实现方案：键盘按键事件注册

核心代码：

for event in pygame.event.get():

if event.type == QUIT:

terminate()

elif event.type == KEYDOWN:

if (event.key == K\_LEFT or event.key == K\_a) and direction != LEFT:

direction = RIGHT

elif (event.key == K\_RIGHT or event.key == K\_d) and direction != RIGHT:

direction = LEFT

elif (event.key == K\_UP or event.key == K\_w) and direction != UP:

direction = DOWN

elif (event.key == K\_DOWN or event.key == K\_s) and direction != DOWN:

direction = UP

elif event.key == K\_ESCAPE:

terminate()