**What will I need?**

The grid. Each square has an x coordinate and a y coordinate.

The snake, an object. Need to know its direction (u, l, d, r). Need an array containing the cords of each ‘unit’ of the snake.

Need to break the game up into ‘turns’. Each turn, the front of the snake moves forward by one, depending on the direction. Every other unit replaces the coord of the unit in front.

If the front unit/snake head leaves the board. End game! (for now just reset the game)

The food, an object. Randomly placed on the board. When snake head in same cords as food, food disappears, new one generated. Add one to snake length, on end.

Every 5 food, decrease time by 20%.