



# Snake Game

Develop an HTML5 Snake Game with the below specifications:

- Snake can be controlled by arrows.
- Snake food will be placed randomly on screen.
- Snake food has a random timeout between 4 to 10 seconds
- Snake elongates itself after eating the food.
- Every food intake gives 1 point.
- If the snake hits a boundary, the size of the game area should reduce by 113px and the direction of the snake reverses.
- Game is over when snake gets in contact with itself.
- Dimensions of food should be equal to dimension of one segment of the snake.
- Dimension of food should be *16px X 16px*.
- The game area should be of size *800px X 800px*.
- "Play Again" button should appear once the game is over.
- In the subsequent gameplays, if the score is greater than the previous gameplay score, then change the color of the score.

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**To get bonus points** in this question, implement a special food with the following properties:

- Special food intake fetches you 9 points and elongates the snake's length by 2 units.
- It can be of any shape other than a square.
- It must fit inside *28px X 28px* box
- It is of a random color.
- Its timeout interval lies between 1 and 5 seconds.

**Game View:**

**Please Note:**

- This question is graded manually by a tech manager. So you can be as creative as you want to be.
- You can create any number of files in the folders.
- You can test your code by pressing the "Render" button below.
- You can use any library/framework to create this.
- You are free to design the UX of your choice.

		Javascript 	
js main.js index.html css	1	/* Javascript *?	
	2		
		Line: 1 Col: 1	

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