Java project – Snake game

Snake game is a classic 2D game where the objective of the game is to help facilitate snake eat as many apples as possible, before it hits itself.

Please design the game using **JavaFx**, here's and example of implementation of game using **Swing**:

https://zetcode.com/javagames/snake/

Please use the above link just for reference because it's implemented in different Framework.

Following requirements should be met:

1. There should be initially a snake of 3 square/circles length placed in a board/square/ rectangle boundary.
2. The fruit should be randomly placed and should be of different color than snake and board
3. Just one fruit should be visible on board at a time
4. The keyboard up, down, left, right keys are successfully used to navigate the snake.
5. The walls of the board allow snake to move across (snake should not die if it hits the wall)
6. When the snake eats (comes across the fruit) the fruit disappear and snake increases in length
7. The snake should die if it hits itself and game should terminate

These basic requirements should be met for successful project completion, for your own understanding you may want to look into keeping scores, designing better board etc.

Good Luck!