This game is a simple remake of the arcade game known as “Snake”. It includes all the original features where it starts out with a “snake” and the entire goal of the game is to simply use the (W,A,S,D) keys to move the snake around and try to eat all the red blocks. However in this game I added a feature that instead of the map just being an empty square like the original, each time the user gets a red square there are a total of 30 blocks that are randomly dispersed around the map that the user must also avoid while also trying to not hit any walls or hitting themselves. Each time a red block is consumed the snake grows by 1 10 pixel square in length and the blue blocks have newly generated points. All the objects in the game (the snake, the food, the walls) are held in their own separate arrays and the draw function simply through the array to output them all. The way the animation works for the snake object is that every time the draw function is is called it will pop the last element of the snake and make move it to the front of the array which gives it the motion of moving based on which direction key the user inputs. Every time the user front end of the snake collides with a red block a new red block is generated randomly across the board and the score is implemented by 1. The way the collision works is simply checking if the x and y coordinate of the front square of the snake is equivalent to the x and y coordinate of either a wall, a blue brick, or a red food square.