For the grading rubric I simply went through the rubric straight downward and started to implement all the features needed. At the top of my HTML file I have a section that defines all variables that I plan on using throughout the whole project. Some of the objects that I used are a snake array which holds all the squares needed to make up the “snake” game object that the user controls. Next I created a walls array that holds all the blue obstacles that the user can run into and the locations of them are randomly generated every time the user hits a red food square. For the animation again, every time the draw function is called it pops the last element of the array and adds it to the front of the array which gives it the sense of motion based on which direction the snake is moving. As far as object interaction, the way I checked collision is simply checked if the x and y coordinates of the first square in the snake array are the same as the x and y coordinates of a wall or piece of food. Keeping score is simple, just place the score in the corner of the window and it gets incremented by 1 every time the user hits a red square. I figured making a simple version of snake would be too simplistic so thats why I added the feature of the randomly generated blue squares the user also has to avoid. The screen shots I provided show how the blue blocks move after each red square that is eaten, all 3 screen shots are taken from the same life showing that new points are generated each and every time.