MINI PROJECT

TOPIC: SNAKE GAME WITH A LINKED LIST

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INTRODUCTION:

This Python code implements a classic Snake game with a twist! We'll be utilizing a **linked list** data structure to represent the snake's body.

A linked list excels in this scenario because:

- It allows for dynamic growth of the snake as it eats food.
- New segments can be efficiently added to the head of the list, reflecting the snake's movement.
- We can avoid unnecessary memory allocation by removing the tail segment when the snake doesn't grow.

This project demonstrates the practical application of linked lists in game development, particularly when dealing with objects that grow or shrink dynamically