

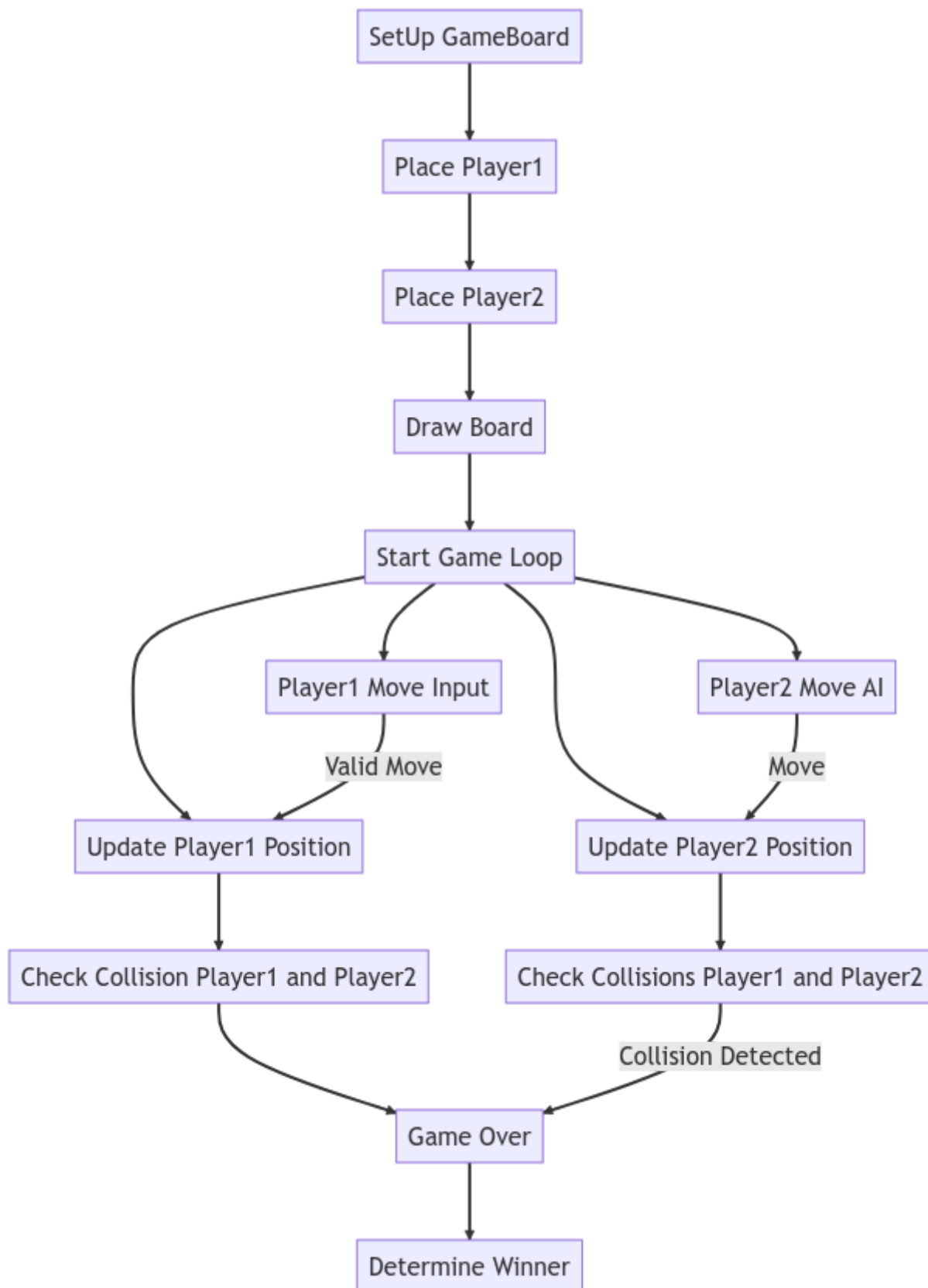
Y11 SDD Context Diagram for Snake

This code is a simple text-based two-player game where player 1 (human) and player 2 (computer) move on a 5x5 grid. The game starts by randomly placing the players on the grid. Players take turns inputting their moves (up, down, left, or right) to navigate the grid. The goal is to score points by moving. Collisions between players end the game, and the player with the highest score wins.

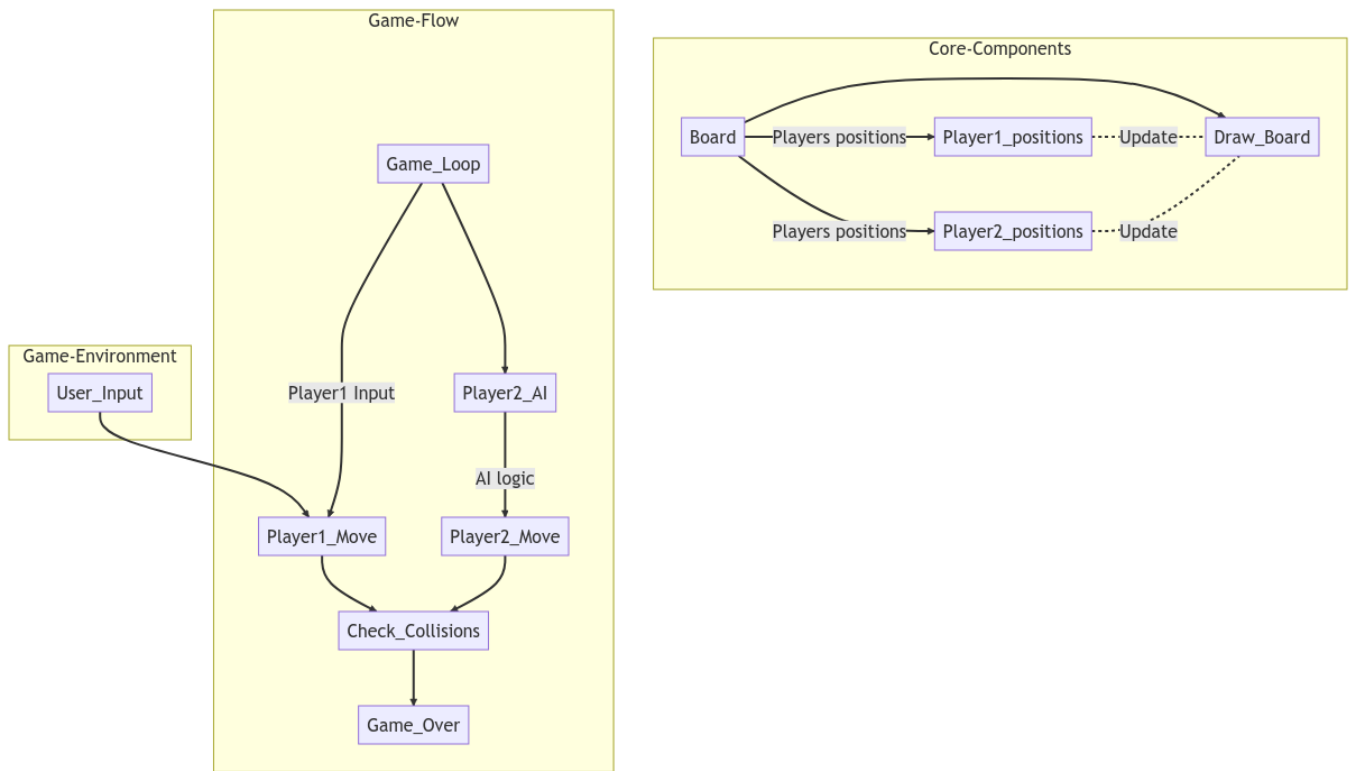
The code performs the following tasks:

- Import necessary libraries (random and os).
- Clear the screen.
- Set up the game board, place the players, and draw the initial board.
- Implement the game loop, which includes:
 - a. Taking input for player 1's move and updating their position.
 - b. Determining player 2's (computer) move and updating their position.
 - c. Checking for collisions between the players.
 - d. Updating and drawing the board.
- Determine the winner based on the players' scores.

Context Diagram:



Data Flow Diagram



Data Flow Diagram

