

# Snake Game

## Structure

### CLASSES:

- BigBang
- Game
- Snake
- Food
- Circle

### INTERFACES:

- World

### FLOW:

- BigBang
  - Uses anything that implements the world interface
- Game implements world as an interface, then uses its functions of world to interact with game. Game calls on world.
- Game
  - Snake
    - Uses circles
  - Food
    - Uses circles