using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleMinigame

{

internal class Fruit

{

public int x = 0;

public int y = 0;

public int ID = 10;

}

internal class player

{

public int x = 5;

public int y = 5;

public string LastKey = null;

public int score\_points = 1;

public bool fruit\_eaten = true;

public double speed = 0;

public int health = 0;

public Queue<int> X\_cord = new Queue<int>();

public Queue<int> Y\_cord = new Queue<int>();

//public int length = Y\_cord.Count;

}

internal class Level

{

public int size = 0;

public int score\_points = 1;

public bool fruit\_eaten = true;

public string LastKey = null;

}

}