```python
import pygame

import time

import random


pygame.init()


white = (255, 255, 255)

yellow = (255, 255, 102)

black = (0, 0, 0)

red = (213, 50, 80)

green = (0, 255, 0)

blue = (50, 153, 213)


dis_width = 800

dis_height = 600


dis = pygame.display.set_mode((dis_width, dis_height))

pygame.display.set_caption('Akshay Snake Game')


clock = pygame.time.Clock()

snake_block = 10

snake_speed = 10


font_style = pygame.font.SysFont(None, 50)

score_font = pygame.font.SysFont(None, 35)

def our_snake(snake_block, snake_List):
```

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    for x in snake_List:
        pygame.draw.rect(dis, black, [x[0], x[1], snake_block, snake_block])


def message(msg, color):
    mesg = font_style.render(msg, True, color)
    dis.blit(mesg, [dis_width / 4, dis_height / 4])


def gameLoop():
    game_over = False
    game_close = False

    x1 = dis_width / 2
    y1 = dis_height / 2

    x1_change = 0
    y1_change = 0

    snake_List = []
    Length_of_snake = 1

    foodx = round(random.randrange(0, dis_width - snake_block) / 10.0) * 10.0
    foody = round(random.randrange(0, dis_height - snake_block) / 10.0) * 10.0
    while not game_over:

        while game_close == True:
            dis.fill(blue)
```

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        message("You Lost! Press Q-Quit or C-Play Again", red)

        pygame.display.update()


        for event in pygame.event.get():

            if event.type == pygame.KEYDOWN:

                if event.key == pygame.K_q:

                    game_over = True

                    game_close = False

                if event.key == pygame.K_c:

                    gameLoop()


    for event in pygame.event.get():

        if event.type == pygame.QUIT:

            game_over = True

        if event.type == pygame.KEYDOWN:

            if event.key == pygame.K_LEFT:

                x1_change = -snake_block

                y1_change = 0

            elif event.key == pygame.K_RIGHT:

                x1_change = snake_block

                y1_change = 0

            elif event.key == pygame.K_UP:

                y1_change = -snake_block

                x1_change = 0

            elif event.key == pygame.K_DOWN:

                y1_change = snake_block
```

```python
        x1_change = 0


    if x1 >= dis_width or x1 < 0 or y1 >= dis_height or y1 < 0:

        game_close = True

    x1 += x1_change

    y1 += y1_change

    dis.fill(blue)

    pygame.draw.rect(dis, green, [foodx, foody, snake_block, snake_block])

    snake_Head = []

    snake_Head.append(x1)

    snake_Head.append(y1)

    snake_List.append(snake_Head)

    if len(snake_List) > Length_of_snake:

        del snake_List[0]


    for x in snake_List[:-1]:

        if x == snake_Head:

            game_close = True


    our_snake(snake_block, snake_List)

    pygame.display.update()


    if x1 == foodx and y1 == foody:

        foodx = round(random.randrange(0, dis_width - snake_block) / 10.0) * 10.0

        foody = round(random.randrange(0, dis_height - snake_block) / 10.0) * 10.0

        Length_of_snake += 1
```

```python
        clock.tick(snake_speed)

    pygame.quit()
    quit()


gameLoop()
# Set initial snake speed and increase rate
snake_speed = 15
speed_increase = 25


# Main game loop
while not game_over:

    # Rest of your game logic here

    # Calculate new speed based on snake length
    snake_speed = 15 + (len(snake_body) - 1) * speed_increase

    # Update the game screen
    pygame.display.update()

    # Control the speed
    clock.tick(snake_speed)
```