```
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)
```

```
    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
```

```
            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
```

```
        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_block) - 1) * speed_increase

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

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