# Project 76 - Snake Game by MrsRobot

## Program objective

This assignment focuses on the application of the Python turtle program, to recreate the Nokia Snake game.

## Instructions

Game works with the arrows to guide the snake. Press any of the arrows to start game. Goal is to eat as many food-elements as possible without crashing into the border or collision with it’s own tail.

## What was done

1. Set up window for the game
2. Very simple program that makes the turtle move within the screen without direction changes
3. Link the arrows to the changes “up, down, left, right” and tell the program to react to input
4. Set up definitions for the reaction of turtle so that wherever it’s heading, if user presses “up”, the turtle moves north (def up/down/left/right)
5. Make the turtle move by itself without keeping the arrow pressed (def movement)
6. Snake waits at the beginning of the game for a key-input to start moving
7. Generating food in forms of a turtle, that moves randomly within the window
8. Moving the food randomly whenever the snake eats the displayed food element
9. Append the eaten food as a tail-element at the end of the snake
10. Kill the snake whenever it hits the border or eats itself
11. Generate a score board with the current score and keeping track of the high-score; using a turtle to write the scoreboard and keep it updated
12. Display a “game over”-message

## Bugs

* Tail doesn’t stick to the initial snake
* Make tail disappear whenever game ends because of collision with either border or snakes tail
* First tail element still attached whenever game resets
* Display game-over-message only for a second
* Keeping tail elements when resetting
* Keeping current score as score before snake died
* Add spaces in between the tail elements
* Speed delay when the snake grows
* Snake doesn’t turn in the right direction
* Snake only dies if it crashes the window border but not it’s own tail
* Displaying the game-over message for not long enough