

Instructions: The activity is broken up into four separate parts. Each part consists of crucial components that make up the snake game we will be programming in Python language. Once you have filled in each part, you can try to run the program and test out your game!

Pay very close attention to the syntax:

Part One:

```
# Create variables that define our colors we will need
```

26 black = (0, 0, 0)

27 white = (255, 255, 255)

28 red = (255, 0, 0)

29 green = (0, 180, 0)

Define variables that will define the level width and height

32 display width = 800

33 display height = 600

Part Two:

Adding the functionality to keep track of the score

105 def score(score):

text = smallfont.render("Score: " + str(score), True, black)

gameDisplay.blit(text, [0,0])

Part Three:

- 146 gameDisplay.fill(white)
- 148 gameDisplay.blit(alive, [260,0])

```
message_to_screen("Welcome NEXTUP",
150
151
                   green,
152
                   -80,
153
                   "large")
      message to screen("The objective of the game is to eat red apples",
154
155
                   black,
156
                   -30,
157
                   "small")
158
      message to screen("The more apples you eat, the longer you get",
159
                   black,
160
                   10,
161
                   "small")
162
      message to screen("If you run into yourself or the edges, you lose!",
163
                   black,
164
                   50,
165
                   "small")
167
      message to screen("Press C to play, P to pause, or Q to quit.",
166
                   black,
167
                   180,
168
                   "small")
169
      pygame.display.update()
170
      clock.tick(15)
Part Four:
243
      while gameOver == True:
244
             gameDisplay.fill(white)
245
             message to screen("Game over",
246
                   red,
247
                   y displace = -50,
248
                   size = "large")
249
250
             gameDisplay.blit(dead, [280,20])
251
252
             message to screen("press C to play again or Q to quit",
253
                   black,
253
                   50,
254
                   size = "medium")
```

255

pygame.display.update()