

Snake Game in Haskell

In this project we'll make a working snake game with a graphical interface

Some of the behind-the-scenes code is in `Main.hs`, we'll be working on `Snake.hs`

We've given you a skeleton, with comments about what functions should do, and clues about how to write them

Start off implementing the `length`, `any` and `replicate` functions, similar to work you'll have done previously

Then move to the top of the code and fill in the code to declare data types

Some of the code to set up the game (types and some game starter functions) have been give to you to help you out

Work through the rest of the code, using the functions' type signatures and the comments to guide you through

Running your code

To compile and run your code, we'll use the ghci compiler

To compile the code use

```
ghc Main.hs
```

To run the code type

```
./Main
```