

Start of the game setup

Start game window with specific height and weight
Set snakes initial position (x, y) and starting length
Set food position randomly within window boundaries
Score set to 0

Main game loop

WHILE game is running

 # Get user input for snake direction

Capture user input (arrow keys) to change direction of snake

#Update snake's position based on direction

Calculate new head position by moving in current direction

Add new head position to the front of the snake's body list

Check if the snake has eaten food

IF the snake's head position == food position:

 Increase score by 1

 Generate new food position randomly

 (Do not remove snakes tail so it grows by 1)

ELSE:

 Remove the last element of the snake's body list(snake moves without growing)

Check for collisions

IF snake's head collides with border boundaries OR with itself:

 Set game over condition to true

 BREAK out of the loop

Draw game elements on the screen

 Clear the screen

 Draw each segment of the snake at its position

 Draw the food at its position

 Display current score on screen

Set a short delay to control snake speed

Wait for a short time (e.g., 100 milliseconds)

End game when game over condition is met

Display game over message

Display final score