Snake game ideas:

Scoreboard- top 10 scores

Settings- change speed of snake- easy, medium and hard.  
 Travel through wall feature able to be turned on or off.

Gameplay- Snake increases length when it eats the burgers

Menu screen:

http://dynamicdrive.com/dynamicindex1/switchmenu.htm

homescreen:

<%@ Page Language="C#" %>

<!DOCTYPE html>

<script runat="server">

</script>

<html>

<head runat="server">

<title>Snake game</title>

<style>

.button {

padding: 15px 25px;

font-size: 24px;

text-align: center;

cursor: pointer;

outline: none;

color: lightgreen;

background-color: green;

border: none;

border-radius: 15px;

box-shadow: 0 9px;

}

.button:hover {background-color: forestgreen}

.button:active {

background-color: forestgreen;

box-shadow: 0 5px;

transform: translateY(4px);

}

.heading {

color: darkslategrey;

text-align: center;

font-size: 80px;

font-family:'Comic Sans MS'

}

</style>

</head>

<body background= "snakebackground.jpg">

<h1 class="heading">Snake</h1>

<div style="text-align:center;line-height:6">

<input class="button" type="button" id="btnStart" onclick="btnStartonclick()" value="Start" /><br />

<input class="button" type="button" id="btnSettings" onclick="btnSettingsonclick()" value="Settings" /><br />

<input class="button" type="button" id="btnScoreboard" onclick="btnScoreboardonclick()" value="Scoreboard" />

</div>

</body>

</html>

<script>

function btnStartonclick() {

window.location = "Start.html";

}

function btnSettingsonclick() {

window.location = "Settings.html"

}

function btnScoreboardonclick() {

window.location = "Scoreboard.html"

}

</script>

Startscreen:

<html>

<head>

<title>Start</title>

<style>

.gamespace {

position: absolute;

top: 10%;

right: 10%;

bottom: 10%;

left: 10%;

border: 10px groove brown;

background-color: sandybrown;

width: 80%;

height: 80%;

}

.snake {

position: absolute;

height: 10px;

width: 10px;

background-color: orangered;

}

</style>

</head>

<body background="snakebackground.jpg">

<div class="gamespace">

<div id="snake1"class="snake"></div>

</div>

</body>

</html>

<script>

var ie = (document.all && !window.opera) ? 1 : 0;

if (!ie) {

var e = document.captureEvents(Event.keydown)

}

window.onload = function () {

if (!ie) {

document.onkeydown = function (e) {

move(e);

}

}

else {

document.onkeydown = function () {

move();

}

}

}

function move(e) {

if (ie) {

ek = window.event.keyCode;

}

else {

var event = e;

var ek = event.keyCode ? event.keyCode : event.which ? event.which : event.charCode;

}

if (ek == 37) document.getElementById("snake1").style.left = (document.getElementById("snake1").style.left.replace("px","") \* 1) - 5;

if (ek == 39) document.getElementById("snake1").style.left = (document.getElementById("snake1").style.left.replace("px","") \* 1) + 5;

if (ek == 38) document.getElementById("snake1").style.top = (document.getElementById("snake1").style.top.replace("px","") \* 1) - 5;

if (ek == 40) document.getElementById("snake1").style.top = (document.getElementById("snake1").style.top.replace("px","") \* 1) + 5;

}

</script>

Settings:

<!DOCTYPE html>

<html>

<head>

<title></title>

<style>

.Settings {

position: absolute;

top: 10%;

right: 10%;

bottom: 10%;

left: 10%;

border: 10px groove brown;

background-color: sandybrown;

width: 80%;

height: 80%;

}

</style>

</head>

<body background="snakebackground.jpg">

<div class="Settings"></div>

</body>

</html>

Scoreboard:

<!DOCTYPE html>

<html>

<head>

<title></title>

<style>

.Scoreboard {

position: absolute;

top: 10%;

right: 10%;

bottom: 10%;

left: 10%;

border: 10px groove brown;

background-color: sandybrown;

width: 80%;

height: 80%;

}

</style>

</head>

<body background="snakebackground.jpg">

<div class="Scoreboard"></div>

</body>

</html>

Experiment c# code:

<%@ Page Language="C#" %>

<!DOCTYPE html>

<script runat="server">

void btnStartonclick(){

Response.Redirect("Start.aspx");

}

</script>

<html>

<head runat="server">

<title>Snake game</title>

</head>

<body runat="server">

<div runat="server">

<input type="button" id="btnStart" onserverclick="btnStartonclick()" value="Start" runat="server"/><br />

</div>

</body>

</html>