<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>