Grow snake

Increase score

Generate new food position

No turning back on itself

Game over when collision with own body

function Collision(obj1, obj2) {

var snake = obj1.getBoundingClientRect();

var food = obj2.getBoundingClientRect();

if (snake.left < food.left + food.width && snake.left + snake.width > food.left &&

snake.top < food.top + food.height && snake.top + snake.height > food.top) {

grow();

return true;

}

else return false;

}

function grow() {

score = 0

score = score + 1;

parScore.innerText = "Score: " + score;

snake1.style.height = "100px";

Startpositionfood(obj);

}

<https://www.youtube.com/watch?v=9TcU2C1AACw>