I am trying to get a replica of the snake game in java. I am going to try and use an applet and graphics to do this. I’ll have at least 4 object classes and these will be Cells (the basic class), a board (of cells), a snake (an arraylist of cells) and a router which will control movement. Right now I’m trying to do the graphics as I feel it will be the hardest part. Hopefully I will finish with a complete Snake game and possibly some extra features.