

Game
<div>-screen: pygame.Surface</div> <div>-clock: pygame.time.Clock</div> <div>-snake: Snake</div> <div>-food: Food</div> <div>-score: int</div>
<div>+init(width: int, height: int) : None</div> <div>+run() : None</div> <div>+update_score(new_score: int) : None</div>

Snake
<div>-segments: List[Tuple[int, int]]</div> <div>-direction: Tuple[int, int]</div>
<div>+init(initial_length: int) : None</div> <div>+move() : None</div> <div>+grow(new_segment: Tuple[int, int]) : None</div> <div>+collide_with_self() : bool</div>

Food
<div>-position: Tuple[int, int]</div>
<div>+init() : None</div> <div>+generate_new_position() : None</div> <div>+draw(screen: pygame.Surface) : None</div>