

Game

-screen: pygame.Surface
-clock: pygame.time.Clock
-snake: Snake
-food: Food
-score: int

+**init**(width: int, height: int) : None
+run() : None
+update_score(new_score: int) : None

Snake

-body: List[pygame.math.Vector2]
-direction: pygame.math.Vector2
-speed: float

+**init**(width: int, height: int) : None
+move() : None
+grow(body_part: int) : None
+draw(screen: pygame.Surface) : None

Food

-position: pygame.math.Vector2
-size: int

+**init**(width: int, height: int) : None
+spawn(position: Optional[pygame.math.Vector2] = None) : None
+draw(screen: pygame.Surface) : None