

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

-segments: List[Tuple[int, int]]
-direction: Tuple[int, int]

+**init**(initial_length: int) : None
+move() : None
+grow(new_segment: Tuple[int, int]) : None
+collide_with_self() : bool

Food

-position: Tuple[int, int]

+**init**() : None
+generate_new_position() : None
+draw(screen: pygame.Surface) : None