

**Game**

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

+**init**(width: int, height: int)  
+run()  
+update()  
+draw()

**Snake**

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

+**init**(start\_pos: Tuple[int, int])  
+move()  
+grow(body\_part: Tuple[int, int])  
+check\_collision() : -> bool

**Food**

-position: Tuple[int, int]

+**init**(width: int, height: int)  
+generate\_new\_position(snake\_body: List[Tuple[int, int]])  
+draw()