

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()