

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